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Mega Man X Command Mission OSGPS2/C
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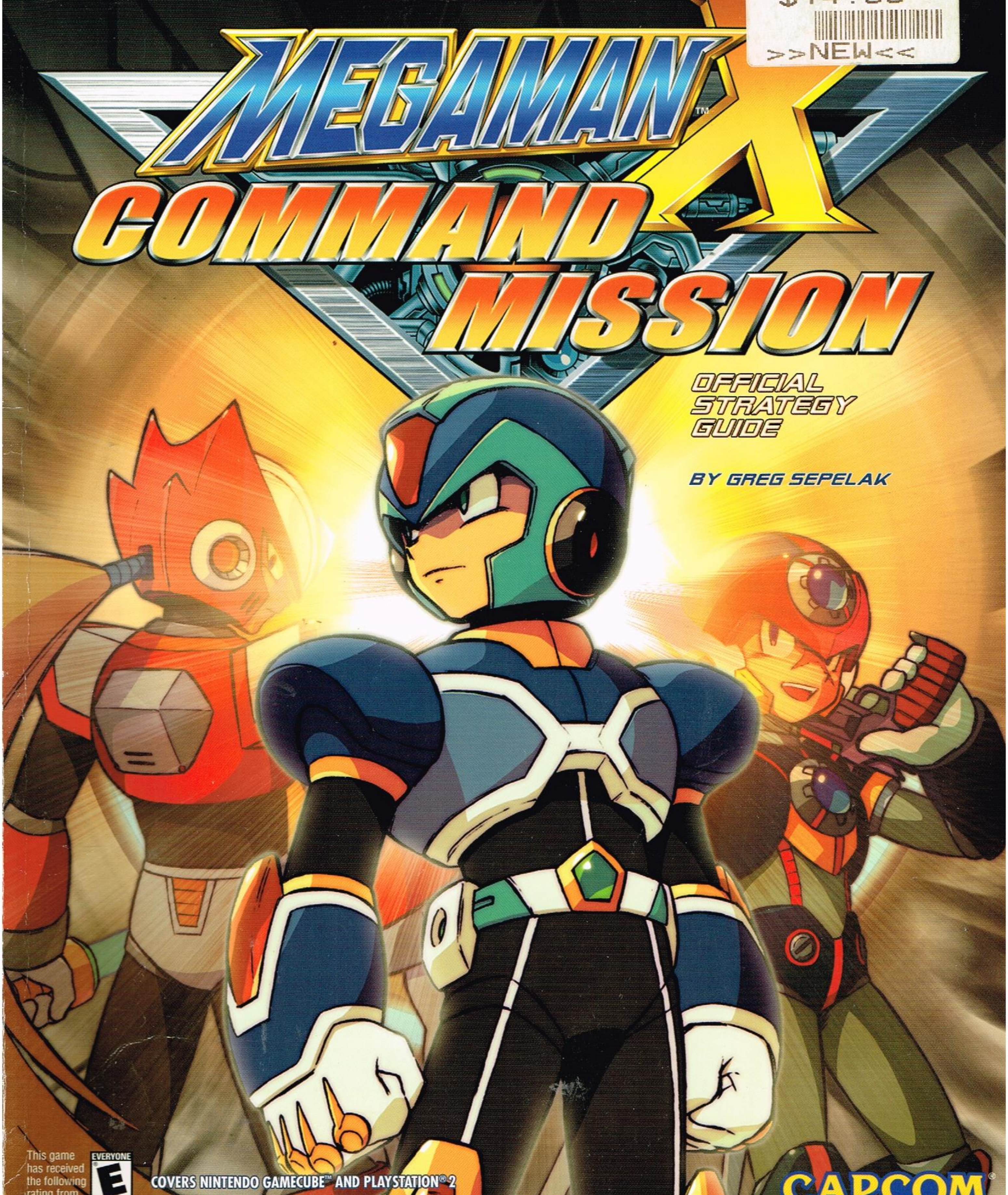
>>NEW<<

MEGAMAN X™ COMMAND MISSION

OFFICIAL STRATEGY GUIDE

BY GREG SEPELAK



This game has received the following rating from the ESRB: EVERYONE E CONTENT RATED BY ESRB

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CAPCOM®

MEGAMAN X COMMAND MISSION

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IN THE YEAR 21XX...

With the discovery of the buried laboratory of famed robotics scientist Dr. Thomas Light and his final creations, a new type of robot dubbed "X", has been born. Able to think and feel on a human level, composed of mutatable micro-technology very similar to human DNA, and possessing true free will, the Reploid race now covers the globe, working alongside mankind.

But with power and free will comes responsibility, and there are some that would use this power for evil ends. To combat these "Maverick" Reploids, an elite unit of Hunters was formed, to contain and—if necessary—destroy Maverick Reploids.

Over the past century, an unlikely duo has saved the world from devastation at the hands of Mavericks again and again. Among the hunters is X (the first Reploid) whose dreams of peace drive him to fight for those who are oppressed, and Zero, who has long since abandoned the dark designs of his creator Dr. Wily (Dr. Light's long-time rival) and befriended the very robot he was created to destroy.

IT IS THE YEAR 22XX...

MESSAGE HEADER: GIGA CITY RIOTS BRIEFING

MESSAGE ID: 357429MH499237GC

ATTN: MAVERICK HUNTER COMMANDER SIGNAS

FROM: CHIEF DISPATCHER ALIA

As requested, I am providing a brief history of Giga City and its current situation for our archival files.

Several years ago, a meteorite landed in the Pacific Ocean. Scientists reported highly unusual energy readings from the impact site, and investigative teams discovered that the meteorite contained a form of energy-producing metal ore not found on Earth.

Dubbed "Force Metal", this mineral, when refined and installed within Reploids, reacts with their DNA and causes changes in their innate abilities. Force Metal ores are amazingly diverse, and the refinement process produces a wide variety of effects within Reploids, with no indication of there being a limit to the number of variations. In order to properly mine, process, and research this new energy source and its effects on Reploids, the artificial island Giga City was built over the crash site.

Naturally, a power source such as this is a target for Mavericks who crave power for destruction. Thankfully, Giga City's security division had kept criminal activity and at a minimum, and had fended off outside invasions.

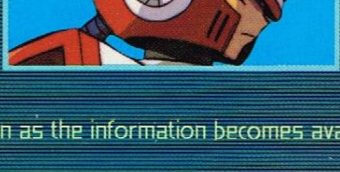
It appears that the true threat came from within, however. The Lagrano Laboratory carried out numerous experiments on Force Metal's effects on specially developed Reploids. One of the units designed for high-level testing (designated "Epsilon") ultimately proved as unstable as he was powerful, and began to instigate riots within Giga City. Security forces underestimated the extent of Epsilon's abilities and vision, and his powers of persuasion. Epsilon recruited numerous experimental and high-ranking Reploids to his cause, among them Ferham, chief of security for the Force Metal Research Facility. Giga City officials were caught completely unaware when a powerful and expertly directed militia dubbed the "Rebellion" rose against Giga City and overtook numerous key facilities. All humans were banished from Giga City, amazingly without harm, and Epsilon demanded the city be recognized as an independent state. The Federation has determined Epsilon to be Maverick, and has begun measure to wrest control of Giga City and the Force Metal from this unstable individual.

DJB FJO500K9339

3348SREDIPS21804

Commander Redips of the Maverick Hunters' Eastern division has requested assistance, as the forces under his command have so far been unable to infiltrate Giga City. All untis sent in have either been destroyed or turned into Rebellion sympathizers. The small amount of intelligence obtained about Giga City indicates that Chief R, its former governor-general, has been taken prisoner, and what little remains of his Resistance is scattered and ill-equipped.

Though our own personnel are stretched thin currently, by your order we are dispatching our top two S-Ranked Hunters to infiltrate Giga City: X (former commander of Unit 17) and Zero (commander of Elite Unit). They are being accompanied by Shadow, whose assignments to Giga City previous to the Rebellion takeover should prove valuable to their field operations. Hopefully, they will be able to gain a foothold into Giga City, and begin the process of restoring order.



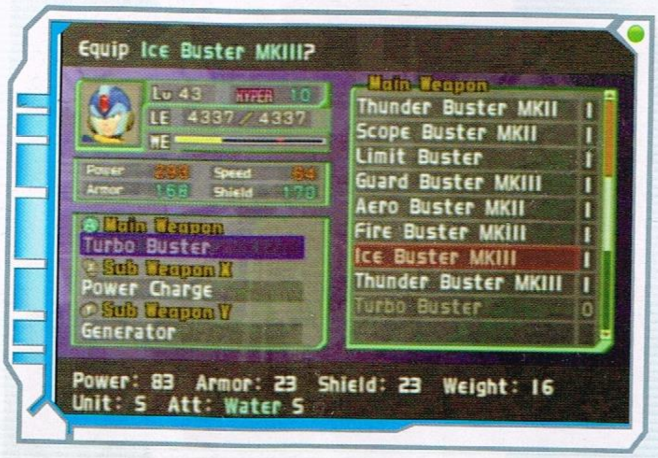
All datafiles will be updated as soon as the information becomes available...

1.2

THE MISSION BEGINS

Though the *MegaMan Legends* and *MegaMan Battle Network* series have dipped lightly into the RPG pool for their game play elements, *MegaMan X Command Mission* is the first full console-style RPG for the long-running series. *MegaMan X* veterans will recognize much from past games both visually and in terms of game play, plus new faces and techniques.

ARM YOURSELF


Equip Ice Buster MKIII?

Power: 83 Armor: 23 Shield: 23 Weight: 16
Unit: S Att: Water S

Lv 43
HYPER 10
LE 4337 / 4337
WE
Power
Speed
Armor 168
Shield 170
Main Weapon
Turbo Buster
Sub Weapon X
Power Charge
Sub Weapon Y
Generator
Main Weapon
Thunder Buster MKII 1
Scope Buster MKII 1
Limit Buster 1
Guard Buster MKIII 1
Aero Buster MKII 1
Fire Buster MKIII 1
Ice Buster MKIII 1
Thunder Buster MKIII 1
Turbo Buster 0

Each character has their own series of specialized Weapons, determining their attack styles. These also serve as your characters' armor, simplifying your shopping. Each Weapon is rated in four main statistics.

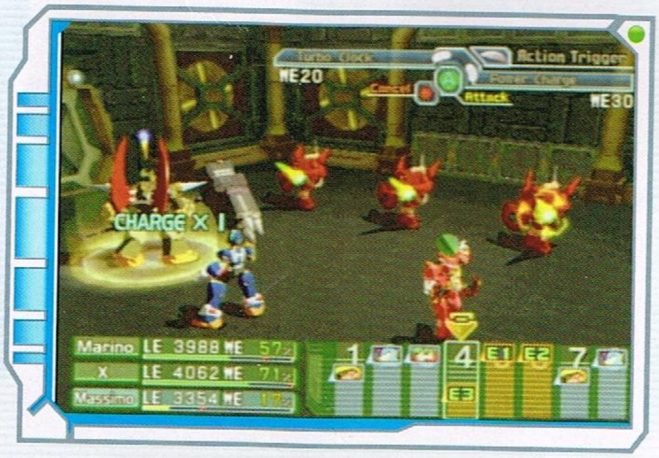
- Power—Determines the strength of the character's attack.
- Armor—Adds to the character's defense against Combat (melee) attacks.
- Shield—Adds to the character's defense against Shot (projectile) attacks.
- Weight—Decreases the character's Speed, slowing their reaction time in battle.

Weapons come in two different attack styles, Shot/projectile attacks (like X's X Buster arm cannon) or Combat/melee attacks (like Zero's Z Saber). Shot attacks are typically quicker, but as a general rule they are weaker than Combat moves.

1783
X LE 4337
Marino LE 4076
Cinnamon LE 3399

In addition, certain enemy characters are stronger against one style of attack than another. Airborne enemies can dodge Combat attacks a lot easier than they can Shot attacks. Other enemies have shields that are specially designed to block one or both types of attack.

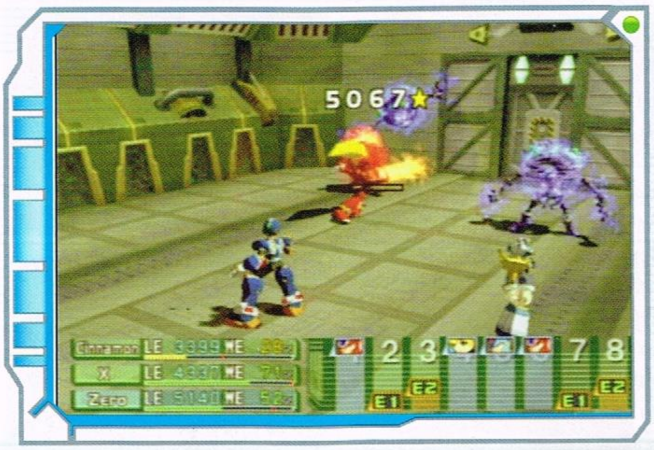
SUB-WEAPONS & WEAPON ENERGY


Turbo Clock
Action Trigger
Power Charge
WE20
Cancel
Attack
WE30
CHARGE X I
Marino LE 3988 WE 57
X LE 4062 WE 71
Massimo LE 3354 WE 17
1
4
E1
E2
E3
7

Along with their primary Weapon, each character can be quipped with two Sub-Weapons. Sub-Weapons cover a wide range of effects, from direct attacks like missiles, to temporarily increasing character statistics such as damage resistance or attack power, or even increasing the amount of Zenny an enemy drops upon defeat. Sub-Weapons can only be used before you use an item or your main attack.

Sub-Weapons are powered by Weapon Energy; each turn, your characters gain a certain amount of WE. Naturally, more powerful Sub-Weapons require more WE to activate, which may force a character to wait a turn before using it. Each character's starting WE amount, and the rate of their WE gain, can be altered with the use of certain items.

KNOW YOUR ELEMENTS



Some attacks are imbued with Elemental properties, which give them extra power against certain enemies. Attacks can be given Fire, Water, or Thunder-Element properties. Striking an opponent with an Element they're weak against does extra damage, indicated by a star. Some enemies absorb damage from certain Elements; attacking them with the wrong Element heals them instead!

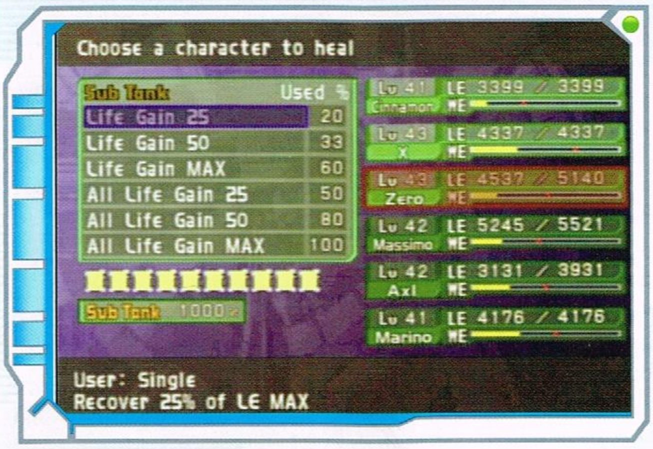
ORDER OF BATTLE

At the bottom right of the screen is the X Order readout, showing you the order in which your characters and the enemies attack, as well as their current LE amount. Pay very close attention to this, and use it to plan strategy.

However, this order is not set in stone. Changes in a character's Speed naturally effects the battle order. Also, defending, using a SubTank, or using an item takes less time than a normal attack, so that character's next turn comes up faster. Conversely, using an Action Trigger (see "Action Triggers") takes more time, and pushes back their next turn in the order.

SUBTANKS

Just as in the original *MegaMan X* games, the SubTanks are used to restore your characters' Life Energy at any time in the field, or in the middle of battle. Unlike the original games however, you do not use up an entire SubTank every time. You have a couple of different ways to use your Tanks, each one consumes a certain percentage of Tank Energy. Used Tank Energy can be restored by yellow Item Gems, or by receiving Tank Energy from defeated opponents.



Choose a character to heal

Sub Tank	Used %
Life Gain 25	20
Life Gain 50	33
Life Gain MAX	60
All Life Gain 25	50
All Life Gain 50	80
All Life Gain MAX	100

Sub Tank 1000

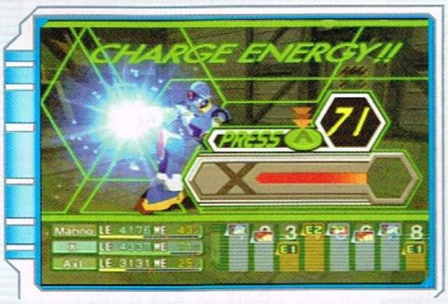
Lv 41	Cinnamon	LE 3399 / 3399
Lv 43	X	LE 4337 / 4337
Lv 43	Zero	LE 4537 / 5140
Lv 42	Massimo	LE 5245 / 5521
Lv 42	Axl	LE 3131 / 3931
Lv 41	Marino	LE 4176 / 4176

User: Single
Recover 25% of LE MAX

You start with two SubTanks, but over the course of the mission this can be raised to ten. You receive three whole Tanks, but the remaining five must be assembled from Tank Parts. It takes four Tank Parts to assemble a whole SubTank, and you cannot store energy inside an incomplete SubTank.

ACTION TRIGGERS

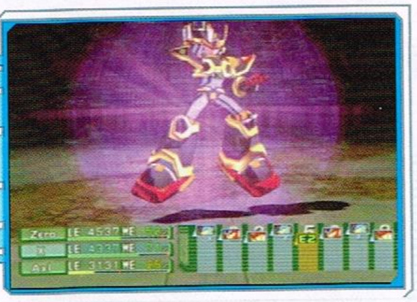
Every character has a special move that can only be activated when their WE is above 50 (the WE bar turns green when the Action Trigger is available). The character's WE is consumed to power the attack, which requires you to perform certain moves to successfully execute.

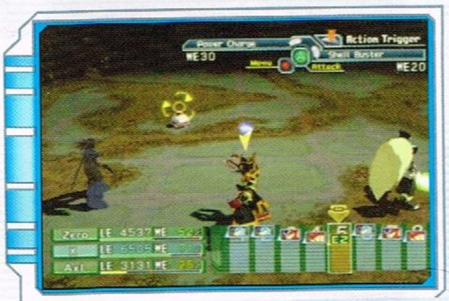


Charge Shot
2208
2167
Marino LE 4176 ME
X LE 4337 ME
Axl LE 3131 ME
3 4 8
E1 E2 E1

Each character's Action Trigger has a different method of determining the power or nature of the move. For some, like X, the WE is used directly to determine the potential maximum power of the Action Trigger. Others, like Zero, use their WE to lengthen the amount of time of their activation phase, allowing you to input more commands. Know when to conserve your WE in battle so you can unleash more powerful Action Trigger moves.

HYPER MODE


Zero LE 4537
X LE 4337
Axl LE 3131


Power Charge
ME30
Action Trigger
Shell Buster
Menu
Attack
ME20
Zero LE 4537
X LE 6585
Axl LE 3131

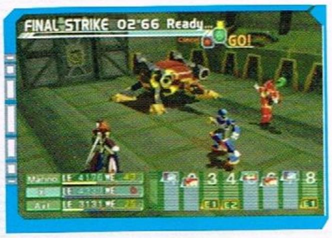
Every character also has a second form, the Hyper Mode. These new armors change their statistics drastically, and in some cases even give the character new abilities. These Hyper Modes are incredibly valuable, and can prove to be the key to victory, especially against powerful boss characters.

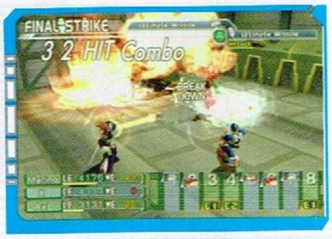
While you can access these Hyper Modes any time the character's turn comes up, each one only lasts so many turns, and that number varies for each character. Also, your available Hyper Mode turns do not replenish at the end of battle. The Gain Hyper item can restore your used Hyper Mode turns, but these should really be conserved for hard battles. A recovery bed, or friendly healing Reploid, can also recharge your Hyper Mode, and this also happens when a new EXP level is reached. The Build Hyper item permanently adds one more turn to the character of choice's Hyper Mode duration. Certain characters like Zero and Axl, who have an incredibly low Hyper Mode duration, should be augmented with these right away.

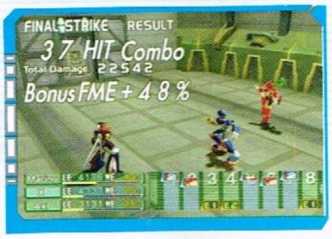
Hyper Modes aren't always helpful. If you find yourself in a situation where a character in Hyper Mode can't effectively make use of it (for example, X in his X Fire Mode going up against enemies who absorb Fire damage), select "Cooldown" from the battle menu to switch back to normal mode and conserve your Hyper Mode turn. You can still attack as normal on the same turn as a Cooldown, so don't worry.

Your available Hyper Mode turns are only diminished if the character's next turn comes up while they are still in Hyper Mode. If you activate a Hyper Mode and end the battle before the Hyper character's next turn comes up, you've lost nothing!

FINAL STRIKE


FINAL STRIKE 02'66 Ready...
GO!


FINAL STRIKE
3 2 HIT Combo
BREAK DOWN

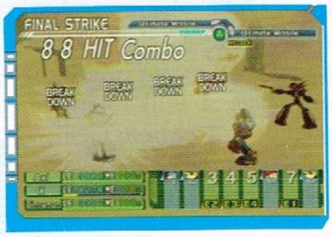

FINAL STRIKE RESULT
3 7 HIT Combo
Total Damage 22542
Bonus FME + 4 8 %

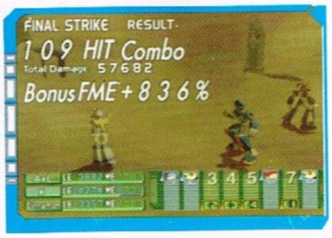
Once your party grows to three members, you earn a powerful new skill, the Final Strike. Each time you attack an enemy, a yellow bar with an orange left end appears, indicating their current LE. As your attacks land, the bar depletes. By the end of your character's turn, if they have depleted 75% or more of the target's remaining LE without destroying it (the bar will show nothing but orange), you are prompted to initiate a Final Strike to finish it off. (You can cancel and continue as normal if you wish.)

During the Final Strike, all three active party members totally annihilate the target enemy. Hit the three attack buttons within the time limit to pile on the damage. Each character has a different style of attack during a Final Strike; characters that use Combat moves get in fewer hits but do more damage, while Shot attacks are weaker but faster. If "Break Down" appears that means the enemy has had their LE depleted, but by no means should you stop pounding on them. Use every second to pile on the damage, because using the Final Strike gives you bonuses!

At the end of the Final Strike the amount of damage you have done, and the number of hits that you have landed, are totaled up and used to determine the bonus amount of Force Metal Energy you receive from your fallen foes. Also, the character that initiated the Final Strike gains bonus Weapon Energy.

Final Strikes are not limited to just a single enemy. By using attacks that hit multiple targets at once, you can initiate a Final Strike against multiple foes! Use the directional control to change the enemy being targeted to make sure you get them all. The more enemies open to the Final Strike, the more time you have to attack, which in turn means more hits and damage, which means greater FME% and WE recovery bonuses.

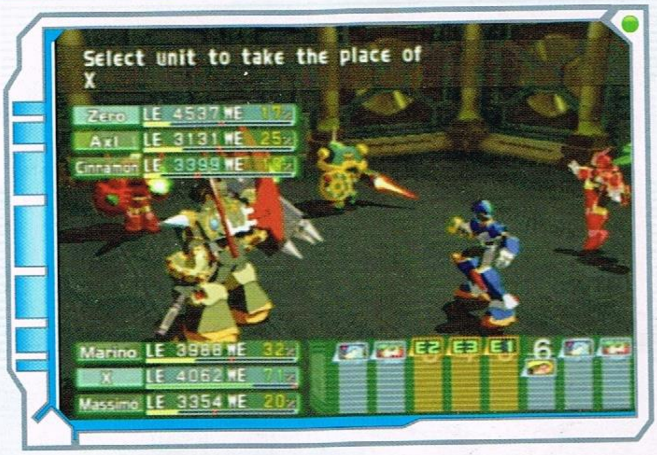

FINAL STRIKE
8 8 HIT Combo
BREAK DOWN
BREAK DOWN
BREAK DOWN
BREAK DOWN


FINAL STRIKE RESULT
1 0 9 HIT Combo
Total Damage 57682
Bonus FME + 8 3 6 %

FINAL STRIKE

ENEMIES	TIME	WE GAIN
1	4 seconds	25%
2	6 seconds	35%
3	7.5 seconds	45%
4	9 seconds	55%

SWAP OUT


Select unit to take the place of X

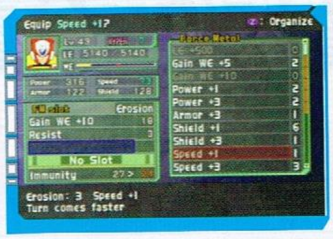
Once your party grows to four members, another combat option opens up; Rotation. You can only have three active party members at a time in combat, but you can swap out your characters in the middle of combat if you find you need a reserve unit's special skills. You can only exchange characters at the beginning of a turn, but the incoming character is allowed their full range of attack options right off the bat. The only penalty they suffer is that they don't get the WE gain from a new turn until their next turn.

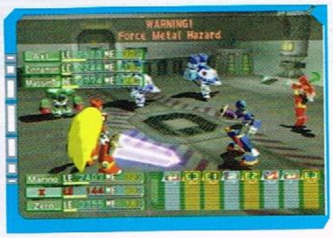
See Chapter 3-1 for a complete rundown of the available player-characters and their Weapons, Action Triggers, Hyper Modes, and Final Strike attack styles.

FORCE METALS

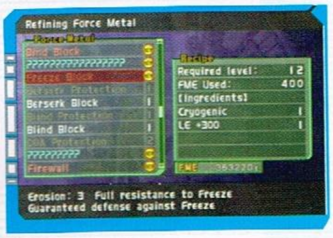
The entire reason Giga City exists, Force Metals augment your character's abilities when installed. There are Force Metals that raise a character's maximum Life Energy, add to their base statistics (Power, Speed, Shield, Armor), increase their immunity to Elemental attacks and status changes like Blind, and many other effects. The right combination of Force Metals can really turn the tide of battle.

Not every character has the same capacity for Force Metals. X can equip four pieces of Force Metal, while Zero is only able to equip two. On top of that, each Reploid has a different level of immunity to the negative effects of Force Metal.


Equip Speed +17
Z: Organize
LE 5140 / 5140
Power 316 Armor 122 Shield 128
Erosion
Gain WE +10 18
Resist 3
No Slot
Immunity 27 >
Force Metal
Gain WE +5 2
Power +1 2
Power +3 2
Armor +3 1
Shield +1 6
Shield +3 1
Speed +1 1
Speed +3 3
Erosion: 3 Speed +1
Turn comes faster


WARNING!
Force Metal Hazard

Every Force Metal has an Erosion rating; this dictates the level of damage done to a Reploid that has installed it. Typically, the more powerful the Force Metal, the higher its Erosion rating. Each character's Immunity rating indicates how much Force Metal Erosion they can take without any negative effects. As you plug Force Metals into your Reploids, make sure the total of Force Metal Erosion is equal to (or lesser than) their Immunity total, or else they will suffer negative effects. Naturally, a higher ratio of Erosion over a Reploid's Immunity level causes greater Erosion effects.


Refining Force Metal
Force Metal
??????????????????
Freeze Block
Berserk Block 1
Blind Block 1
??????????
Firewall
Recipe
Required level: 12
FME Used: 400
[Ingredients]
Cryogenic 1
LE +300 1
Erosion: 3 Full resistance to Freeze
Guaranteed defense against Freeze

Force Metals are normally obtained from enemies or purchased in shops. Once you earn the Force Metal Generator, you can make the Force Metals of your choice! In order to make a piece of Force Metal, you need the proper recipe, the ingredients to make it, enough Force Metal Energy to forge it, and your character must have reached a certain level. Recipes are obtained in quite a few different ways; check the Generator's Force Metal list to see the criteria for obtaining recipes. Not every kind of available Force Metal can be created by the Generator, however, some you have to find on your own.

PICK YOUR PLATFORM

MegaMan X Command Mission is available for both the GameCube and PlayStation 2 game consoles. Both games are almost completely identical, but each one has exclusive bonus features. Neither affects the storyline or how you play, both just have nifty extra stuff for you to enjoy.

As you progress through the PlayStation 2 version of *Command Mission*, one exclusive Item Gem appears. But this Item Gem contains an interesting item indeed, a trial demo of the upcoming *MegaMan X8* game!

Throughout both versions of the game, you collect Figure Tokens that are exchanged at special vending machines for viewable action figures of various characters. The GameCube version has a special vending machine with 36 figures that are found only in that version of the game. This machine takes Treasure Tokens, which are lying around the various levels, but can only be found by linking the Game Boy Advance to the GameCube and using the Treasure Radar option, once it has been unlocked in the storyline.

2.1

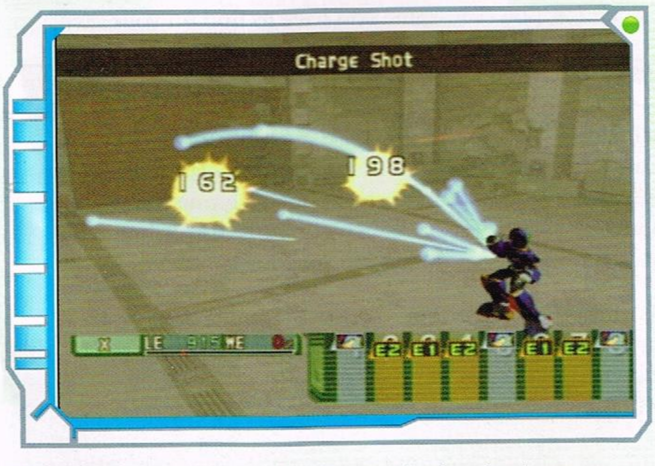
INFILTRATE GIGA CITY!

BOSS: HIPPOPRESSOR

NEW ENEMIES

ENEMY	LE
Bat Bone	100
Bit	150
Preon Bitmaster	500
Preon Chaser	600
Wild Patrol Dog	400
Wild Rescue Dog	600

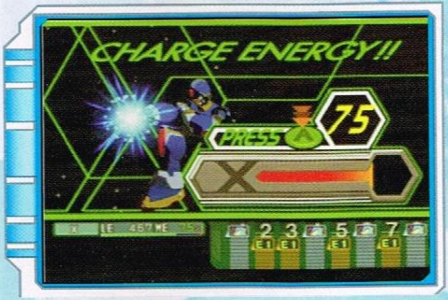
Maverick Hunters X, Zero, and Shadow have been dispatched to enter Giga City and locate the Rebellion commander Epsilon. As they enter the Lagrano tower ruins, X is separated from his teammates. Looks like he must make his own way up and reconnoiter with his allies, with only a Vaccine Program, Reboot and 1000 Zenny to his name.



When fighting multiple Bat Bones, don't take them on one at a time. They won't attack until you destroy one of them, so take them all out in one fell swoop with the Charge Shot instead, saving your LE.

X

The main man, X packs in power and versatility, and is a party mainstay. Specializing in projectile attacks, he begins with a pair of Micro Missile Sub-Weapons to increase the amount of damage he can inflict in a single turn.

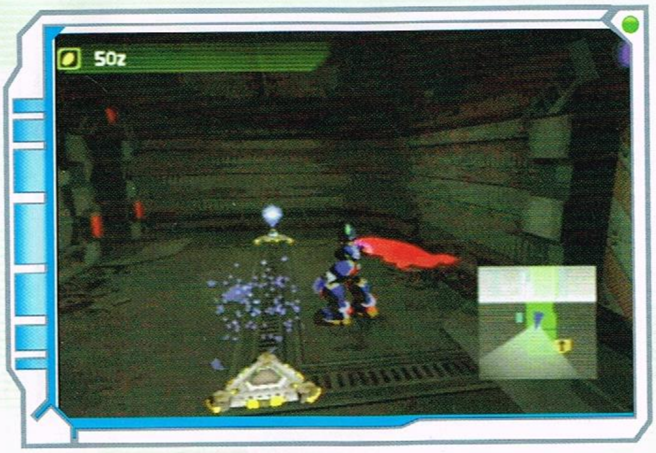


X's Action Trigger-activated Charge Shot is the easiest of the special attacks to use. Simply hold down the attack button until you reach the maximum available charge. (You can of course release the button sooner to not use up all your WP.) This attack is excellent for hitting multiple targets, plus the higher the charge rating, the higher the chances of a critical hit.

In his X Fire Hyper Mode, X changes tactics a bit switching to mainly close-range Fire-Element power attacks. The Charge Collider, a single-target attack that does massive damage, replaces his Charge Shot in this mode. His Sub-Weapons also change to the Fire-based Shell Buster attack and the Power Charge, which increases his attack abilities during the fight.

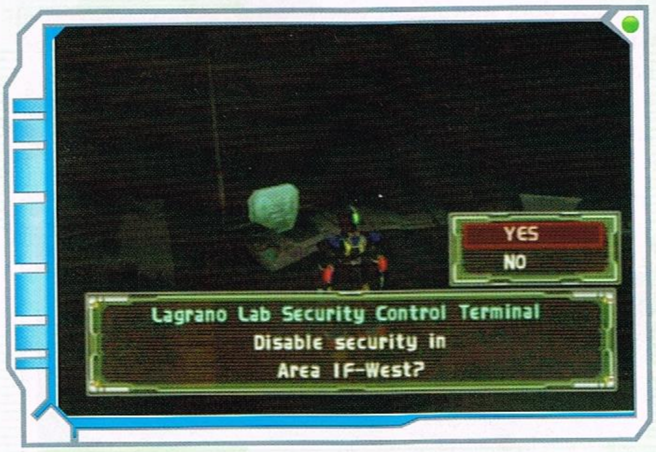
Once inside Area 1F-East of the Ruins, head south. Dash through the blue crystals to pick up **50 Zenny** and a **Build LE** item, which adds 10 Life Energy points to your maximum. Install this right away.

The first door to the south has a vital piece of machinery in it, a Save Point. These devices are handy indeed, so be sure to make good use of them.

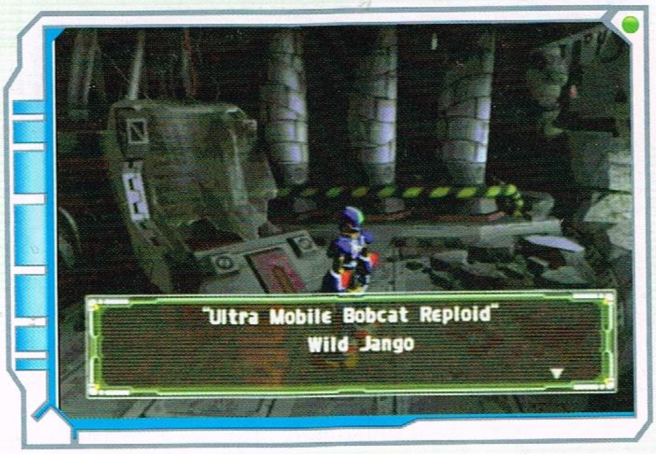


The southernmost door is locked, but that's no problem. Check the southern of the two doors on the west side of the hall; inside is a control room that puts you in contact with Zero, who opens the lock for you. Make your way up the stairs quickly into Area 2F-East.

The yellow gem here restores **25 Tank Energy** points. Don't worry if you break it with a full SubTank, it will be there when you return. SubEnergy recharges only vanish if they're actually *used* to recharge your Tanks.



Lagrano Lab Security Control Terminal
Disable security in
Area 1F-West?

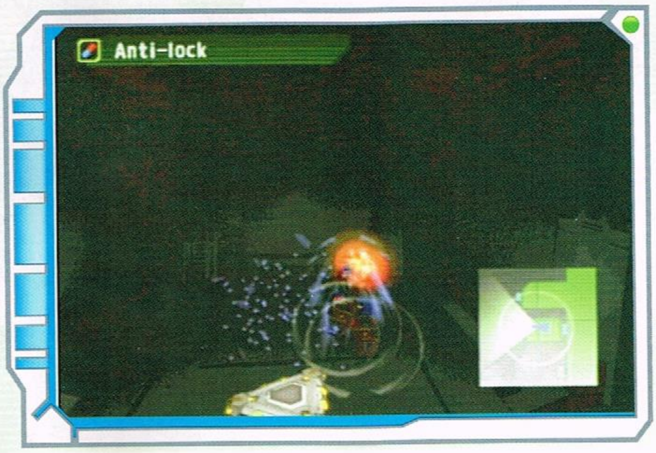


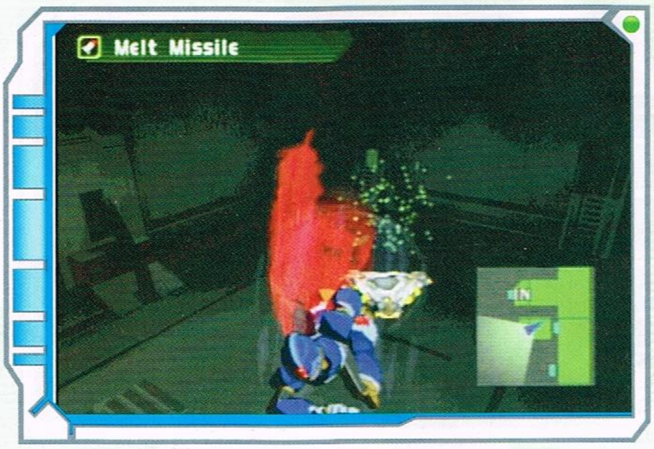
"Ultra Mobile Bobcat Reploid"
Wild Jango

Take the first doorway west, inside is an experimental Reploid research lab. Check out all four development pods; those names are quite important. Zero calls afterwards and unlocks the southernmost door.

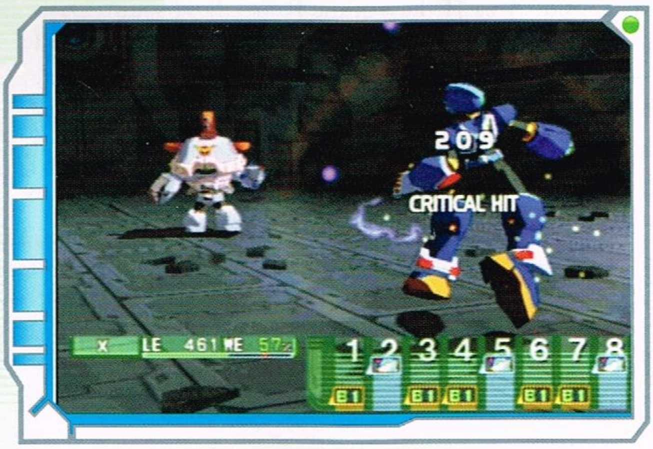
Return to 2F-East and enter the next door south for an **Anti-Lock Item**. The next door down holds two gems that combine for **100 Zenny**. Head for the final door in this hall, which is now unlocked. Now, dash up the stairs to 3F-East there's nothing more of note here, so make it speedy.

Once on the third floor, take the first hallway to the west to find another Reploid development room. This room is the one where Epsilon himself was created. The yellow gem on the way has a **SubEnergy 25** refill inside if you need it.

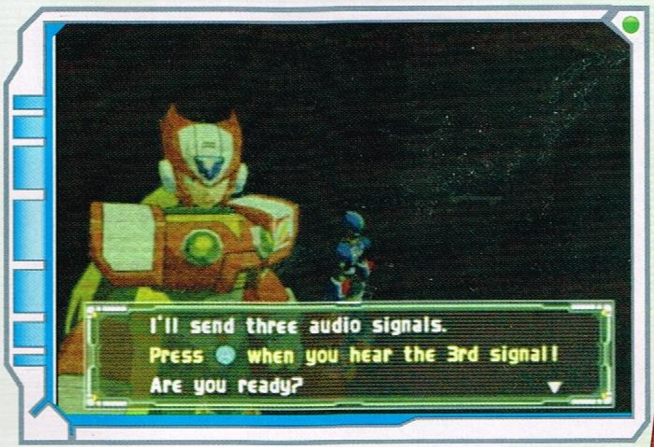




The next door south has a green gem that contains the **Melt Missile Sub-Weapon**. While this missile does less damage than the Micro Missile (and eats up a little more Weapon Energy) it can reduce the target's shielding by 10%, which can be handy when following up with other attacks.

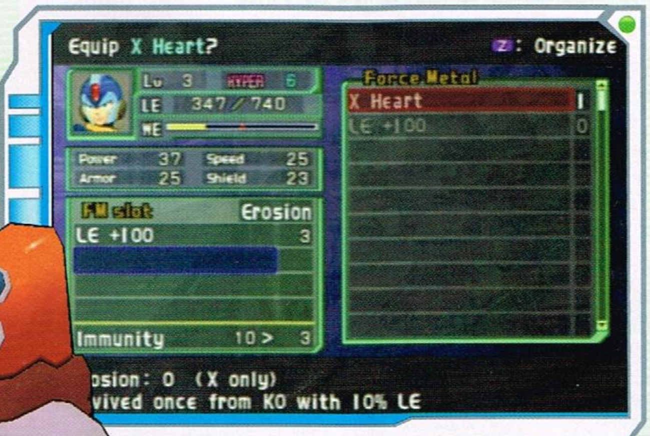


Pity you don't get far before a Rebellion guard unit shows up. The Preon Chaser Mechaniloid is much tougher than the enemies you've fought before. Its Stungun can really slow you down, and the Greedy machinegun attack is especially painful, but thankfully not too hard to dodge. Use the Melt Missile attack to weaken him, and plow away with the X-Buster, or X's Hyper Mode! Get used to this Mechaniloid's looks; you see a *lot* of Preon units throughout the game.

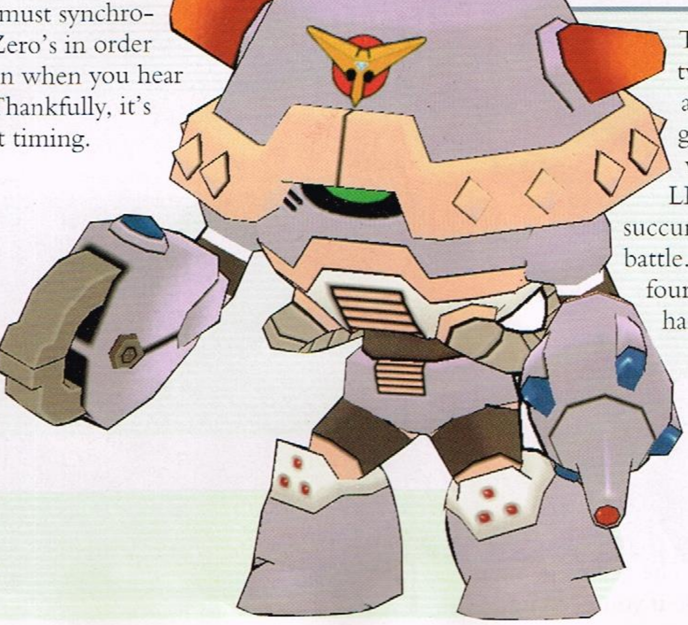


I'll send three audio signals.
Press ● when you hear the 3rd signal!
Are you ready?

The next door down has the security terminal needed to get you up to the next floor. However, you must synchronize the signal with Zero's in order to pass. Hit the button when you hear the *third* signal pass. Thankfully, it's pretty forgiving about timing.

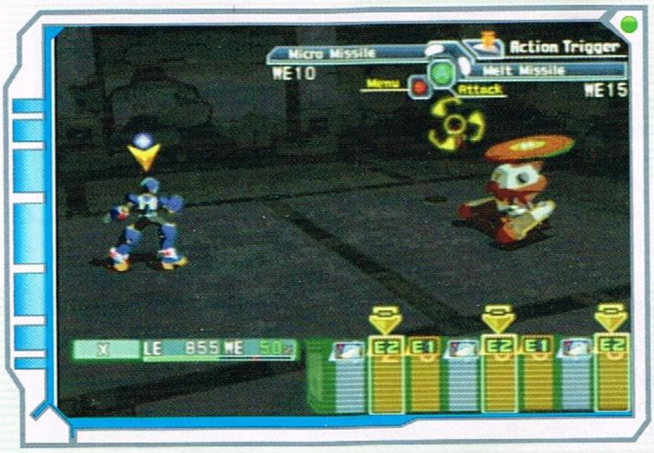


Equip X Heart?
Z: Organize
Lv 3 HYPER 6
LE 347/740
WE
Power 37 Speed 25
Armor 25 Shield 23
FM slot Erosion
LE +100 3
Immunity 10> 3
Force Metal
X Heart 1
LE +100 0
osion: 0 (X only)
vived once from KO with 10% LE



The fight with the Preon unit gets you a two pieces of Force Metal; **X-Heart** and **LE +100**! Put both of them in X to give him a second shot in battles along with a nice LE boost. Be warned, the LE +100 slightly increases X's chances of succumbing to Force Metal Erosion effects in battle. The yellow gem in the stairs to the fourth floor has a **SubEnergy 50**, always handy, especially after that last fight.

This hallway has Preon Chaser units in it as well, so be ready for some tougher battles. The southern end of the hall on the fourth floor has a few goodies, so hit this area first. This hall harbors a **Build Shield**, a **Backup**, a total **Tank Energy** refill, and a Save Point. Grab them and save! Things are about to get interesting. The doorway here is locked, so its time to backtrack.



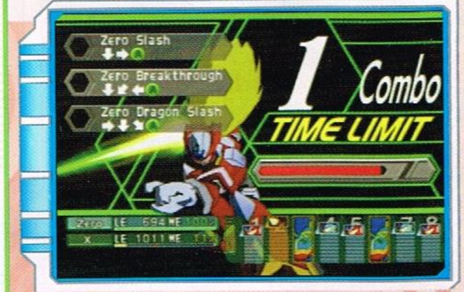
The fourth floor also has Preon Bitmasters, which call Bits in to assist in fighting. Focus on the Bitmaster, and use the Charge Shot when it's available to wipe out all the Bits at the same time.

Zero
What took you so long, X?
You know I can't stand to wait.

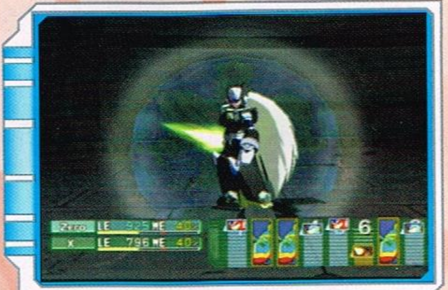
Return to the branch hallway on the northern end; Zero's waiting just inside the door! A valuable addition to your party indeed, and good timing to boot, since the massive Hippopressor interrupts the reunion!

ZERO

The other main man, Zero is all about power-slashing with his trusty Z-Saber beam sword. He hits multiple times each attack, adding to his offensive power. His exclusive Heat Haze move makes it harder for opponents to hit him, sparing his LE. However, he has one less Force Metal slot, and his immunity to Force Metal Erosion is much lower.



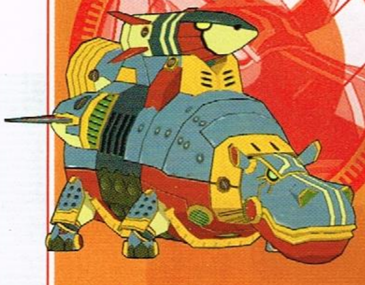
Zero's Command Arts Action Trigger attack is considerably different from X's and requires some old fashioned Capcom-style fighting-game maneuvering to use. Within the time limit provided, successfully complete as many joystick/button combos as you can (the combos are displayed to the left). Once time is up, Zero will unleash a flurry of attacks depending on how many combos you completed, racking up massive damage to a single target. Naturally, the more difficult combos are the more powerful ones.



The Black Zero Hyper Mode really ramps up his offensive capabilities; each Saber slash does massive damage. Unfortunately, this only lasts three rounds, so save it for finishing off your opponents to prevent Hyper Mode depletion.

BOSS ALERT

HIPPOPRESSOR



LIFE ENERGY 5000
POWER 42
ARMOR 20
SHIELD 8
SPEED 40

DAMAGE %

FIRE	WATER	THUNDER
100	100	100

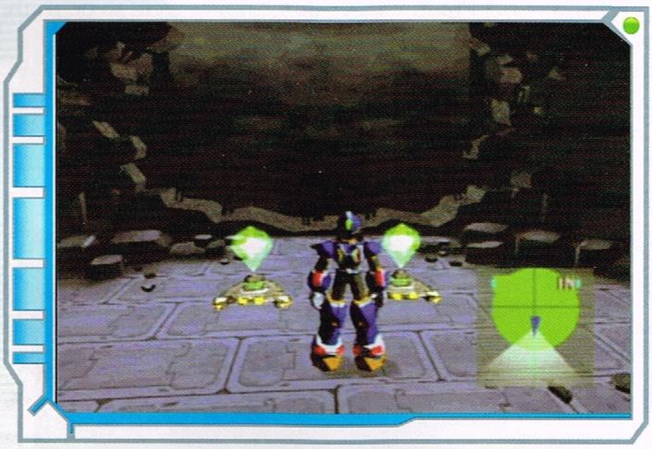
Charge Shot
CRITICAL HIT
CRITICAL HIT

The Hippopressor's name is well deserved; one of its attacks involves smashing its opponents under its bulk, hitting multiple targets. Thankfully, Hippopressor is a slow and easy target. For your first boss fight, that's a good thing.

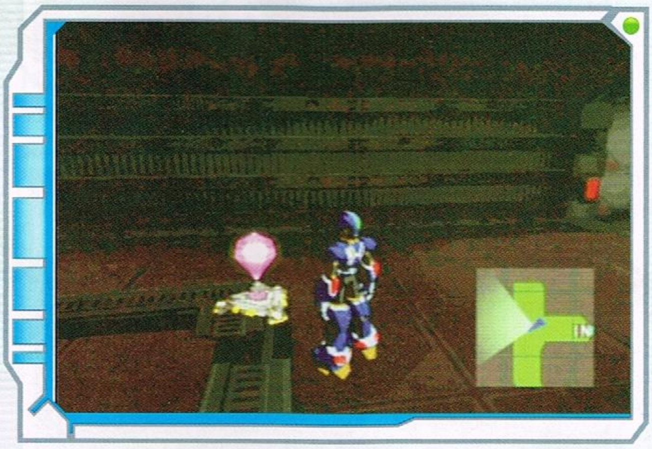
Have X concentrate on the 300-LE Shark Missile on top of the Hippopressor's back. Destroy it before its launch sequence finishes, or else one of your boys will eat some hefty damage. The missile will regenerate eventually, so keep an eye on it. Use a single Micro Missile and two X-Buster shots on the missile to finish it. Save the Charge Shot until you have %100 WE charge; that's the time to let loose with it for critical damage to the Hippopressor while also removing the missile threat.

Zero's job is to slice away at the Hippopressor itself. Stick with normal attacks and let his WE build up; you need a full reserve later in the fight. Eventually the machine's head will be destroyed. However, that still leaves the body to contend with. To make matters worse, there's a new attack; the Hippo Particle Cannon. This beam slows down the Hunters if it connects, letting the Hippopressor get in even more attacks.

As such, now is the time to open up the Hunters' Hyper Modes and augment them with Action Trigger attacks. They both do considerably more damage in these forms. Don't forget about the Shark Missile, it is still a threat. Have X target the missile while Zero smashes the rest of the Hippopressor. Once it's down, you earn a **Fire Missile** Sub-Weapon, the **Guard Buster** weapon for X, and a hefty amount of Zenny and EXP.

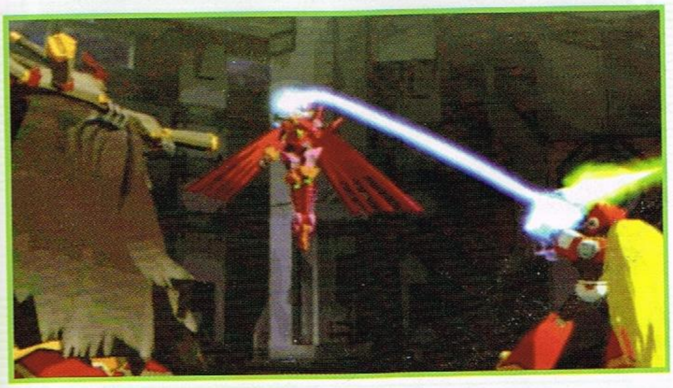


Check the room after the fight; the green gems hold **Speed +1** and **Power +1** Force Metals. If you install them, do so with X rather than Zero. Make your way out the other door.



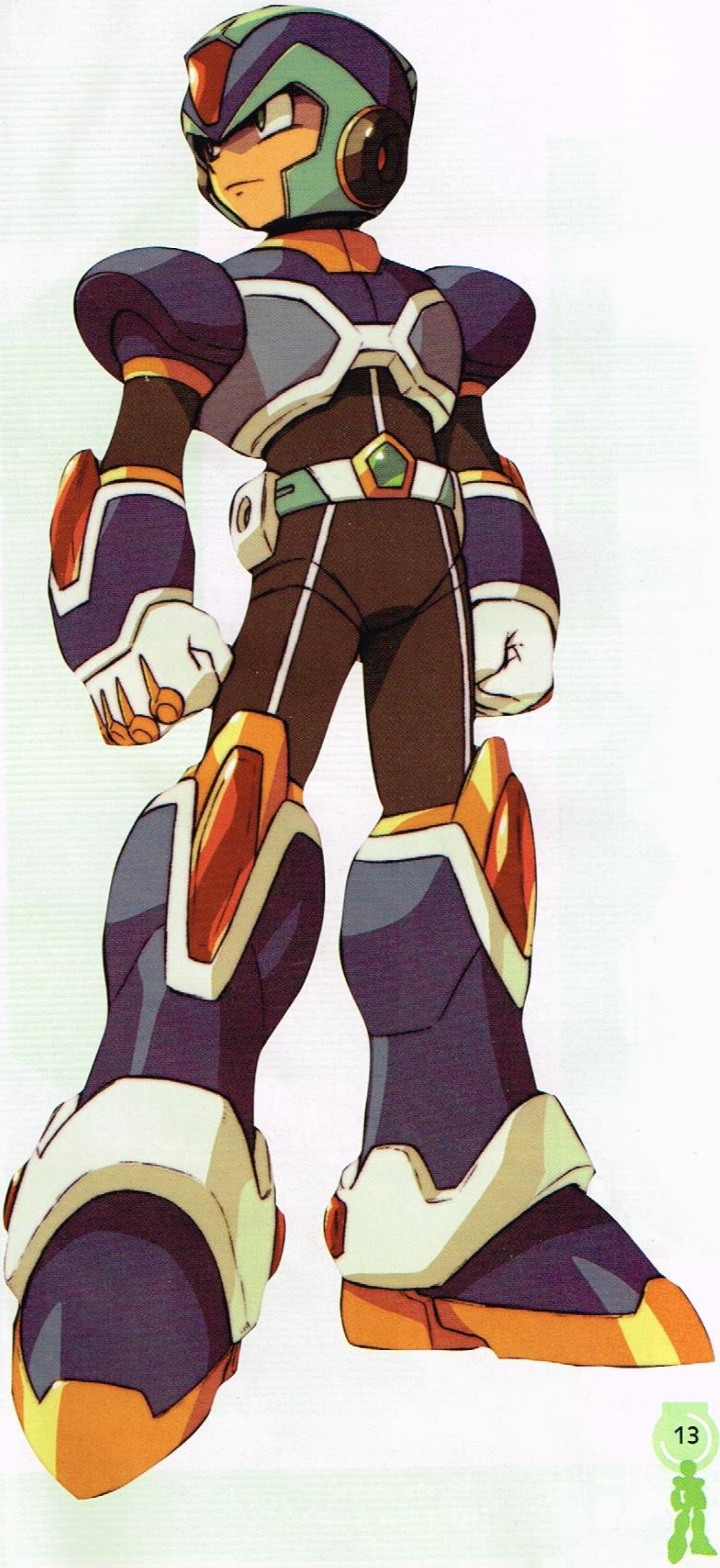
Just inside Area 4F West is a red gem containing **Tank Parts**. You're now one-fourth of the way to having another SubTank! There's also **80 Zenny** within a blue item gem further south. There's nothing up the stairs to floor 5, so just dash like mad.

There's a **Vaccine Program** and **Reboot** in an alcove on the fifth floor. From there, simply make your way to the door.



X and Zero are reunited with Shadow, but he's not alone… Epsilon is waiting for them as well! And guess who's turned traitor! To make matters worse, the members of Epsilon's Triumvirate arrive as well. The winged Ferham, the lance-wielding Scarface, and living sonic weapon Botos are all here for the party. Zero is sent flying (removing him from your party), and X has no choice but to make a strategic retreat.

Don't worry if you've equipped Zero with any Force Metals or nice Sub-Weapons. All of his equipment is automatically removed and placed back in the pool once he's gone.



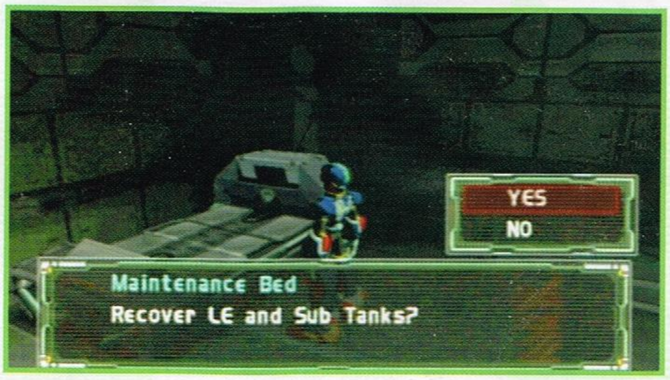
2.2

RECAPTURE CENTRAL TOWER!

BOSS: WILD JANGO

NEW ENEMIES

ENEMY	LE
Einhammer	1200
Mettaur	550
Preon Spark	1100
Sinedropper	200
Zennydropper	280

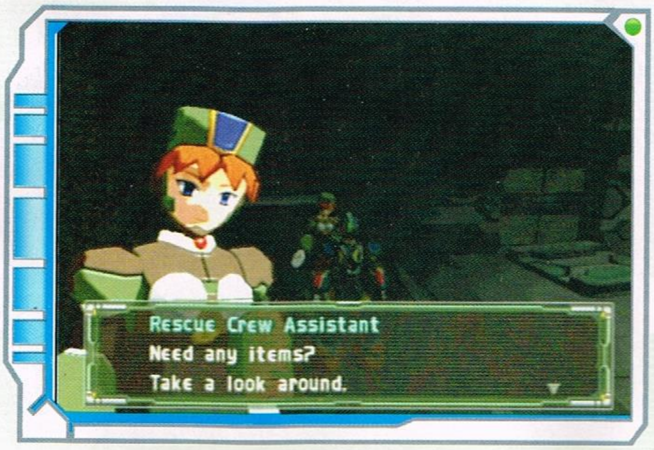

YES
NO

Maintenance Bed
Recover LE and Sub Tanks?

X wakes up in "New Hope", a hideout for the Resistance against Epsilon's Rebellion. This room is safe from random enemy encounters, there's a Reploid girl selling items, plus the recharge bed is always available for use.

NEW HOPE ITEM SHOP

ITEM	COST
Vaccine Program	80Z
Anti-Lock	80Z
Cure One	240Z
Reboot	500Z
Mega Fire	160Z


Rescue Crew Assistant
Need any items?
Take a look around.

Fire Missile
Melt Missile
Action Trigger
Cancel
Attack
ME 15
X
LE 993 ME
E2
E1

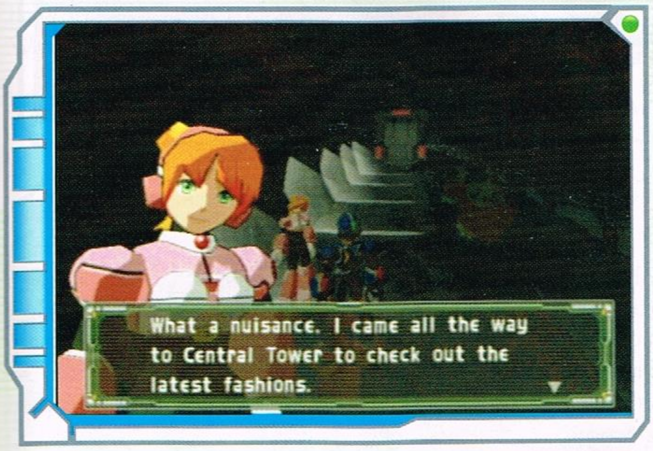
Once outside, the random enemy encounters are back. Take advantage of the free recovery bed and stick around the area, to raise X a few levels and earn some spending Zenny. It pays to be prepared! Just watch out for the Wild Rescue Dogs, because they can restore other enemies' LE.

The tower is basically a huge counterclockwise spiral heading upwards; the clockwise path down is blocked off due to construction. Along the path is a **Clear Vision**, a **Vaccine Program**, and a **Build Power** before you hit the next area.

Air City Gate is free of enemies, however there is little of interest, save a handful of Reploids. The path further up the tower is blocked off for construction, so take the fork to the east.

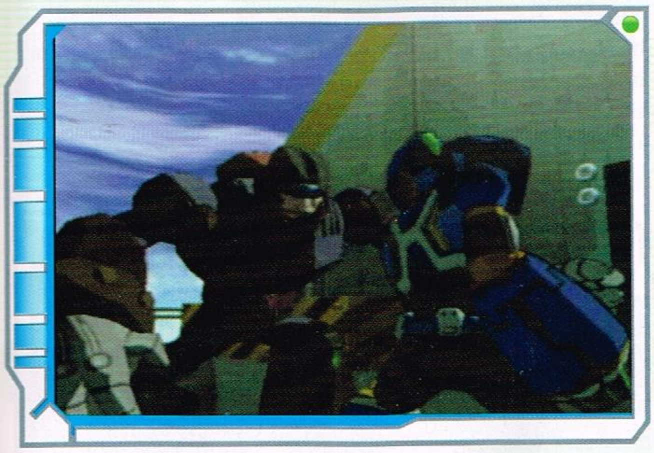
Access Tunnel E-1 has a **Gain Hyper** in a blue gem, which restores your Hyper Mode duration back to max. There's also **Tank Energy 100** within the yellow gem.

There's a dead-end hallway to the north at this point. If you're playing the GameCube version, this hallway is empty. If you're playing on the Playstation 2, you find a special item here, the X8 Trial Key. This item opens up a special option on the main screen; the ability to play a trial demo of MegaMan X8!


What a nuisance. I came all the way to Central Tower to check out the latest fashions.

Upon entering Air City's East Square, the city is put on alert by the Rebellion, warning its citizens to report X upon sight. Don't worry, the Reploids here won't report you, so go ahead and chat with them. You can enter the door to the south, but it proves to be a dead-end because the shopping district is shut down right now.

The hallway to the north has a Save Point. Be sure to take advantage of it, especially if you've been building up your levels. There's not a whole lot going on in 3rd Street or North Square beyond. Talk with the Reploids there if you like, but keep moving.



Outside, X runs across a large Reploid who's reported him to the Rebellion. The Reploid doesn't get much chance to do anything afterwards, though, as he's destroyed by a mysterious black Reploid who's ready to take a piece out of X himself.

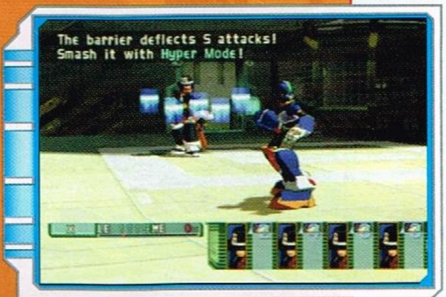
BOSS ALERT

SPIDER

LIFE ENERGY	1800
POWER	40
ARMOR	30
SHIELD	26
SPEED	32

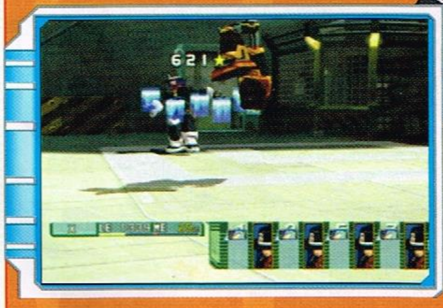
DAMAGE %

FIRE	WATER	THUNDER
150	100	75


The barrier deflects 5 attacks! Smash it with Hyper Mode!

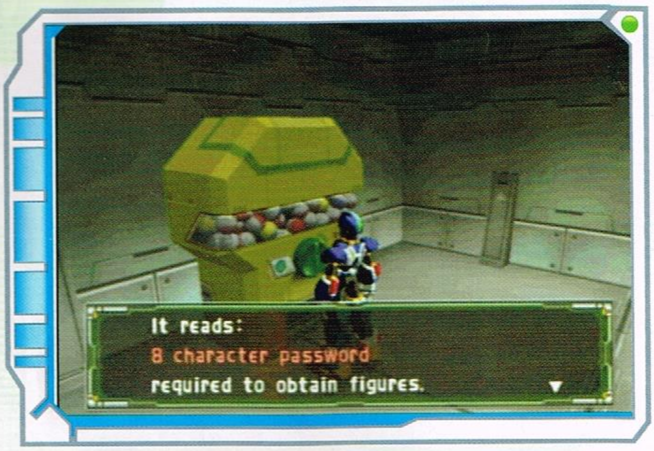
Spider seems pretty intimidating at first; his Counter Card blocks your attacks, and his various card attacks can hit multiple times. Thankfully, this card-shark is bluffing big time.

Simply go right into Hyper Mode, and step on spider! He has a weakness against Fire-based attacks, so he takes extra damage from all of X's Hyper Mode moves (as indicated by the star on his damage display), which also cuts right through his Counter Card defense. Open up with a Charge Collider, and follow up this attack with whatever makes you happy; Spider beats a retreat pretty quickly.

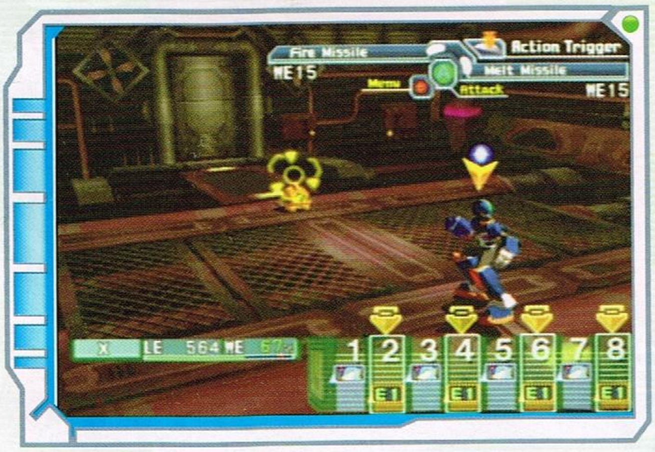


Spider books it, and it's of course time for X to follow. In Access Tunnel E1's northern section, there's a figure vending machine. Plug in the correct 8-digit password, and earn a spiffy action figure.

There's a trio of item gems near the vending machine. Grab the **Power Charge** Sub-Weapon, **Tank Energy 50**, and **100 Zenny**. The doorway leads back to the Air City Gate, but on the other side of the construction. There are random enemy encounters, so be careful!


It reads:
8 character password
required to obtain figures.

Aile, one of the top members of the Resistance, is waiting around the dark u-turn, and he's in pretty rough shape. He's been searching for Chief R, but realizes X has a much better chance of finding him. One squad of Preon Chasers later, X is the owner of **Aile's ID**, and on the other side of a blocked doorway. No place to go but forward!

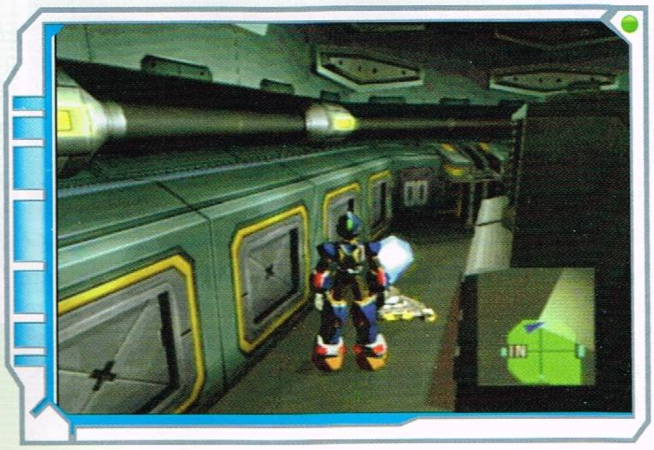


Inside the Tower Base Access Tunnel, be sure to snare the **Gain Hyper** and **Mega Fire** along the way. The tunnel is crawling with Mettaurs, who take considerably less damage when tucked up under their helmets. Open up Hyper Mode to bust through and take them out fast; their Mattock Strike attacks deals considerable damage.

The second part of the access tunnel has **100 Zenny** and a complete **Tank Energy Recharge**. Stick around here to build up experience, using up your SubTank energy to heal. Take the Tank Recharge and move on.

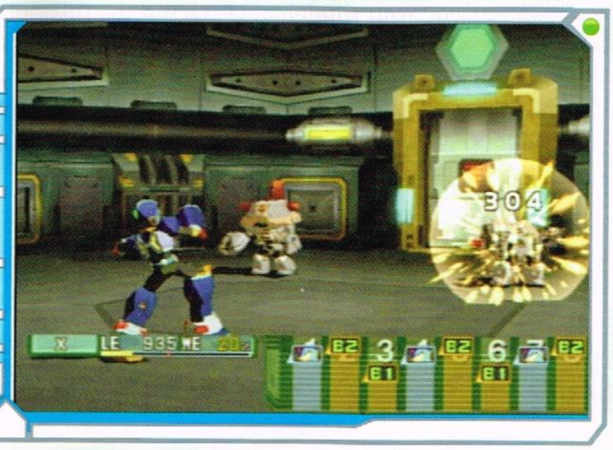
Be sure the grab the **Build Armor** and **Build Speed** upgrades in the north and south sides of Equipment Maintenance B, hidden behind the shelves.

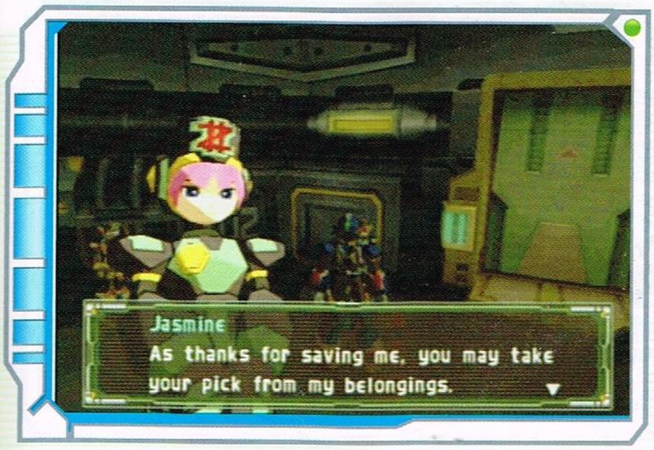
Equipment Maintenance A has a Save Point, which is often a sign of bad things ahead. Save your game and get ready. The western door is a supply closet that contains **100 Zenny**. East is the way to go now.



At the top of the ramp, a soldier begs for help rescuing his pals behind the door. They're held by a group of Preon Chasers, so of course you have to smash 'em. There are only two of them, no big deal.

With the hostages freed, X gains the **Security Card**. The Reploid girl trio here is quite a valuable find, since they each have items for sale. You can trade in your current Main Weapon to Cumin for a discount on a new one if you wish.

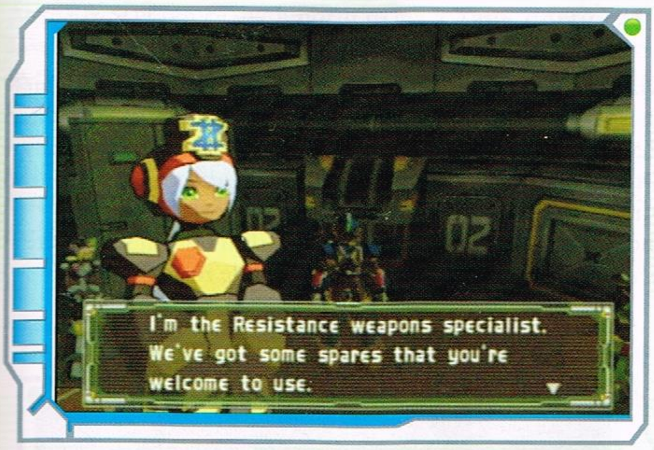




Jasmine
As thanks for saving me, you may take your pick from my belongings.

JASMINE'S FORCE METAL SHOP

ITEM	COST
Thunder Guard	500Z
Power +1	120Z
Armor +1	80Z
Shield +1	80Z
Speed +1	120Z
Virus Protection	80Z
Bind Protection	60Z
Decoy	1000Z
Analyzer	1000Z



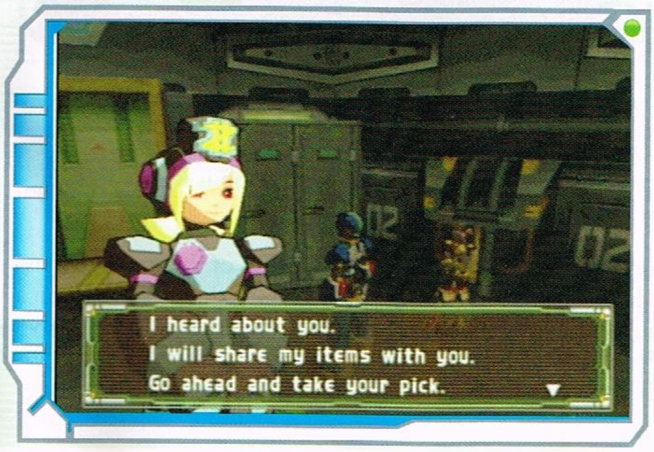
I'm the Resistance weapons specialist. We've got some spares that you're welcome to use.

CUMIN'S WEAPONS SHOP

ITEM	COST
Fire Buster	500Z
Guard Buster	500Z
Fire Missile	1500Z
Micro Missile	300Z
Tomahawk	400Z

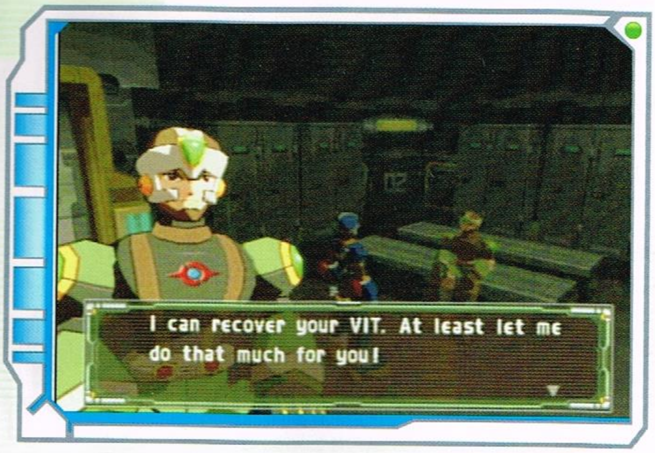
SAFFRON'S ITEM SHOP

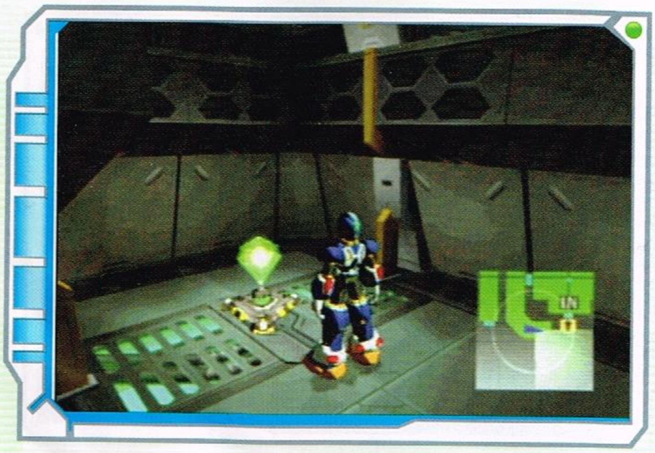
ITEM	COST
Vaccine Program	80Z
Anti-Lock	80Z
Cure One	240Z
Reboot	500Z
Mega Fire	160Z



I heard about you.
I will share my items with you.
Go ahead and take your pick.

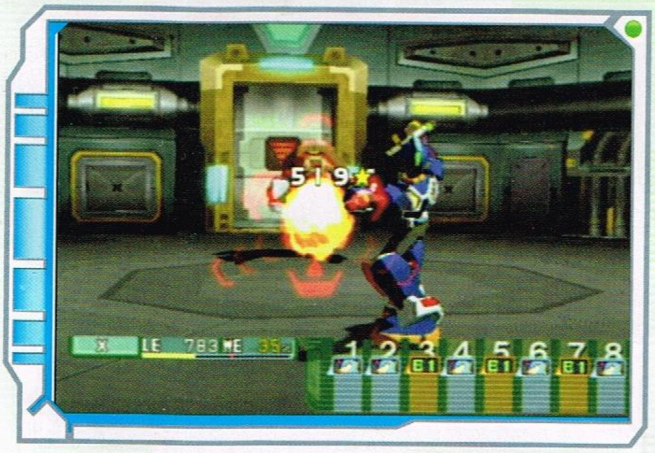
Once you've done your shopping, check out the three doors here. The western door contains **200 Zenny**, the northern one has an **Ultra Fire** item, twice as powerful as the Mega Fire item. Before you go, talk to the Reploid sitting on the bench to the southeast, he restores your LE to full!


I can recover your VIT. At least let me do that much for you!



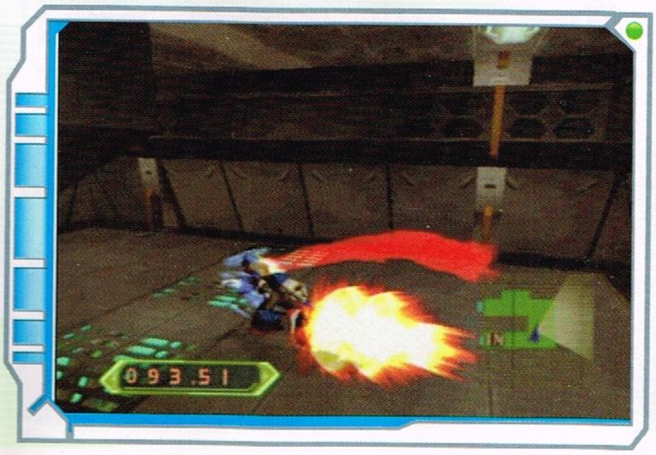
Data Backup Room Hall A has a yellow gem with a **Tank Energy 25** inside. The door to the east is a dead-end with a locked door. The western door has an **Eagle Eye Force Metal** at the dead-end hallway immediately south.

Spider's waiting for X at the end of Data Backup Hall B. Aile's ID gives him pause… and turns him against the Rebellion. Once he's run off and smashed the guards, keep on going in the direction you were headed.



Make your way through the hallway to the cell where Chief R is being held. A Preon Spark unit is there as well, tougher than the other Preon units you've faced previously. Luckily for you, it takes extra damage from Fire attacks. Between the Fire Buster, Fire Missile, and X Fire Hyper mode, you should have plenty of Fire attacks to dish out. In fact, there isn't even a need to waste a Hyper Mode round on it.

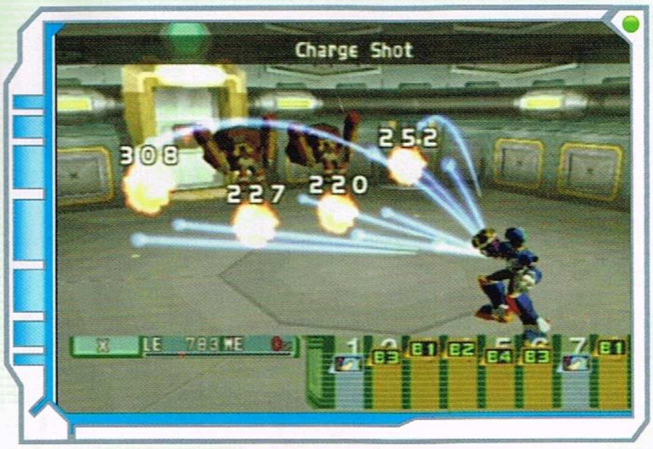
Jango doesn't take too kindly to R's rescue, or Spider's betrayal. In fact, he's ready to reduce the entire tower to a smoking pile of rubble! Guess whose job it is to stop that from happening?



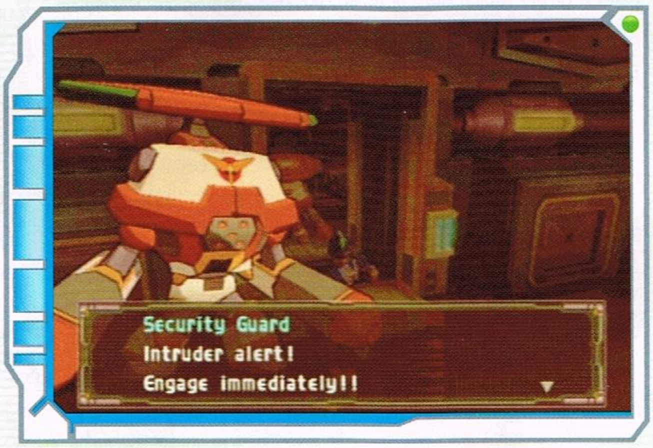
Yep, that's a timer down at the bottom of the screen. Guess what happens if it runs to zero? You need to get to him in a hurry, so make liberal use of the dash. There's **100 Zenny** to the west, but that's not worth the time. Instead, go east, back the way you came.

A pair of Preon Bitmasters block X's path. Thankfully, the timer pauses during the fight. Save your WE for Charge Shots to clear out the Bits while damaging the Bitmasters too.

Once in Data Backup Room Hall A, take the eastern door. Two Preon Chasers are waiting at the top of the ramp, but they're easy prey. The door that was previously locked is opened thanks to Chief R.

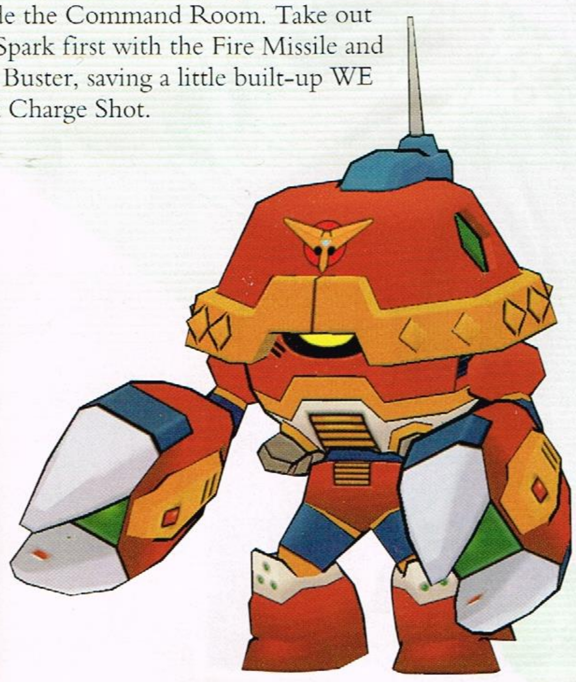


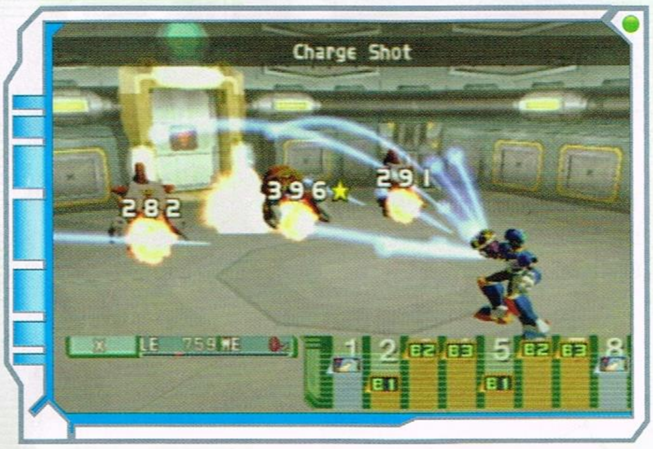
In the Command Center staff room, take the door to the north for a fight against a pair of Preon Bitmasters. Take them out and claim the **Tank Parts** in the room, getting you even closer to a new SubTank. Then dash like mad to the east and up the ramp.



Security Guard
Intruder alert!
Engage immediately!!

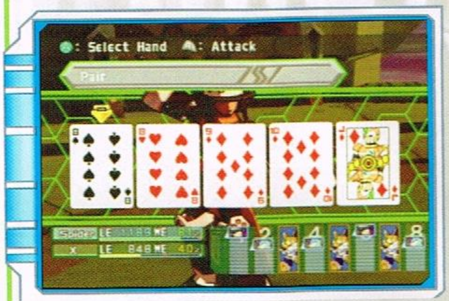
At the base entrance, dash north to get a **Tank Energy 25**. Just keep going north through the Gate Baseway; the doors to the east and west are both currently locked. There's a Preon Spark flanked by a pair of Chasers waiting for you inside the Command Room. Take out the Spark first with the Fire Missile and Fire Buster, saving a little built-up WE for a Charge Shot.





Once the Preon units are destroyed, dash to the end of the room and hit the switch to deactivate the self-destruct. Jango tries to make a break for it, so backtrack to the Base Entrance.

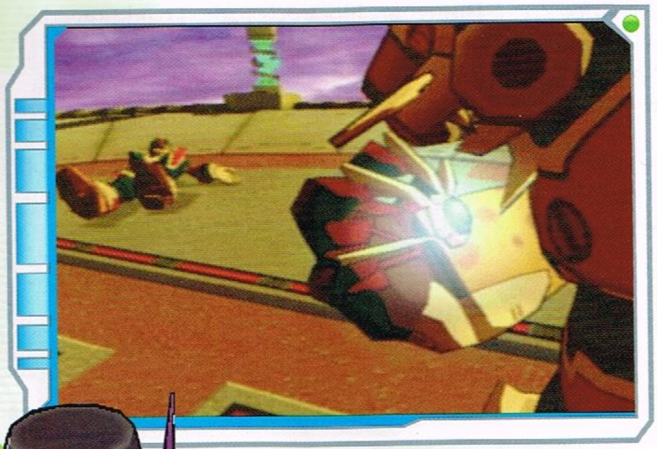
SPIDER



Spider has decent speed, and his Sub-Weapons are certainly useful. His Twin Missiles strike twice, but the really nice one is his Item Capture, which can yank items from enemies immediately. He really only has four varieties of card attacks; each one has a different bonus effect when his WE is above 75%. The Spade series are especially useful against crowds, since their bonus effect is to strike all enemies at once.

His Fortune Card Action Trigger move is incredibly risky, basically playing a hand of poker. Five cards are drawn, and you have the option to re-draw as many of them as you wish (including leaving the hand as it is). The stronger the hand he deals, the more powerful his attack is. A lousy hand means lousy damage.

The Trickstar Hyper Mode only lasts two rounds, but renders him an invincible shadow during that time. Quite valuable, this is best used when his LE dips low.



Take the eastern door at the Base Entrance, and use the Save Point if you wish. Dash your way up the ramp to the Large Heliport Access Tunnel, where a **Backup** and a **Tank Energy 100** are waiting inside item gems. Pass through the big gate to meet up with Jango.

Jango's not the only one at the helipad; Spider's there too, and boy is he upset. He joins your party in time to beat the spots off the bionic bobcat.

BOSS ALERT

WILD JANGO

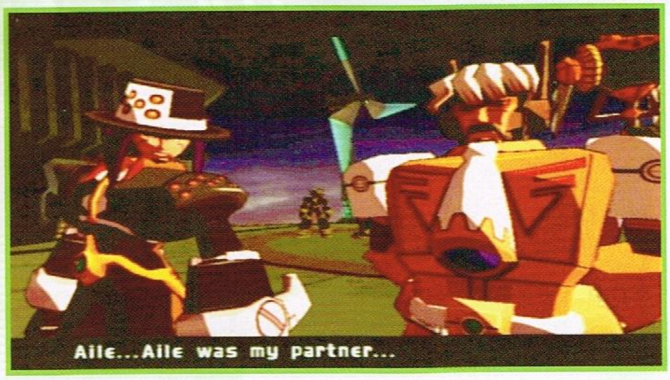
LIFE ENERGY	9000
POWER	45
ARMOR	43
SHIELD	24
SPEED	56

DAMAGE %

FIRE	WATER	THUNDER
150	100	ABSORB

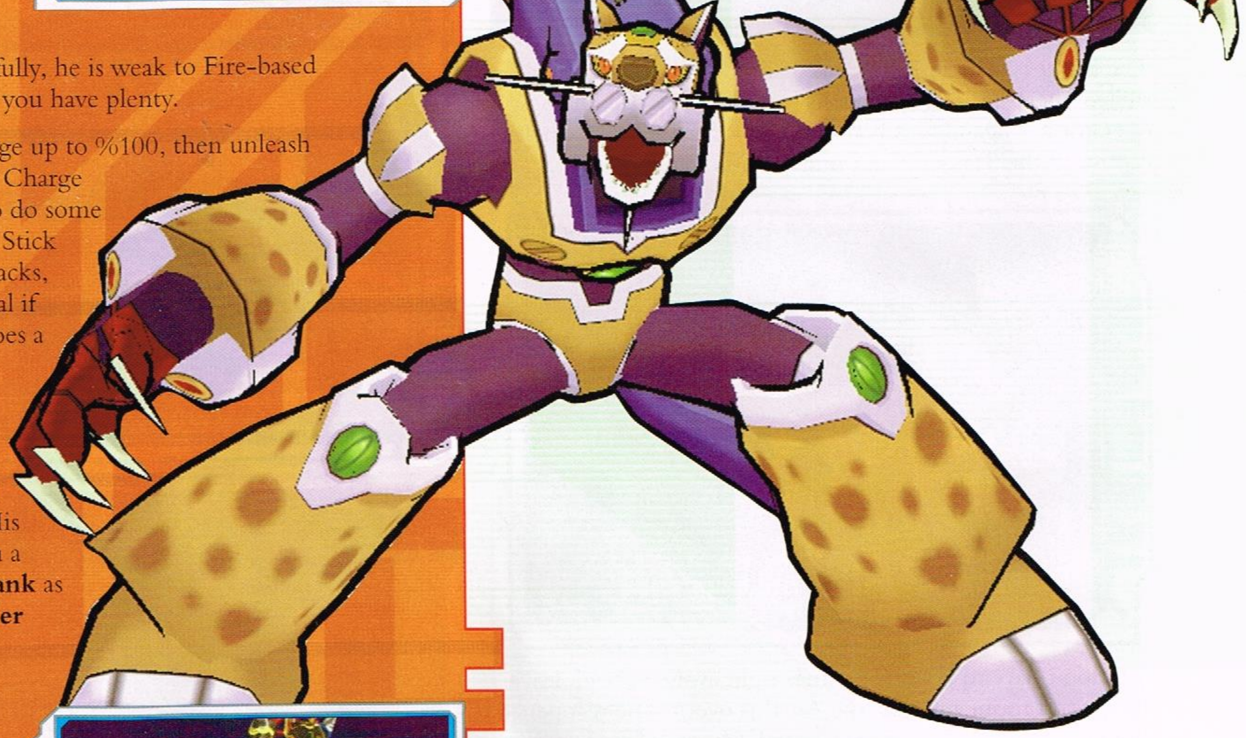
Jango is fast. Fast fast fast, and can get even faster as the fight goes on. He also has Thunder-based attacks, and enjoys inflicting Viruses on the Hunters as well to slowly drain their LE. Thankfully, he is weak to Fire-based moves, of which you have plenty.

Let X's WE charge up to %100, then unleash his Hyper Mode Charge Collider move to do some massive damage. Stick with X's Fire attacks, letting Spider heal if needed. Jango does a great deal of damage, but exploiting his Fire weakness sends him down pretty quickly. His defeat grants you a complete **SubTank** as well as a **Thunder Buster** for X.



Aile...Aile was my partner...

Turns out Spider knew Aile a long time ago, hence his sudden turn against the Rebellion. Now that Chief R is free, the Resistance has a new hope for defeating Epsilon!



2.3

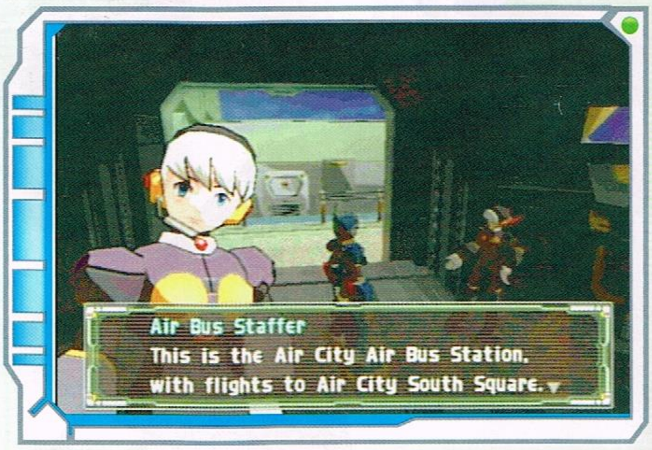
THE PAPER HERO

BOSS: SILVER HORN

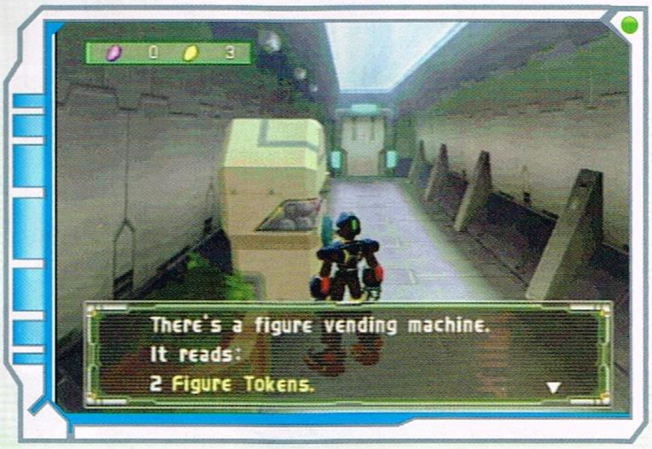
NEW ENEMIES

ENEMY	LE
Big Monkey	1600
Blowfish	1000
D-Shark	3600
Dober Man	1200
Preon Pod	1400
Tripuffer	340

The tower is back in Resistance hands, but without a skilled operator, its usefulness is severely reduced. The best operator in Giga City is Nana, but unfortunately she's held captive in the Tianna Island mines POW camp.

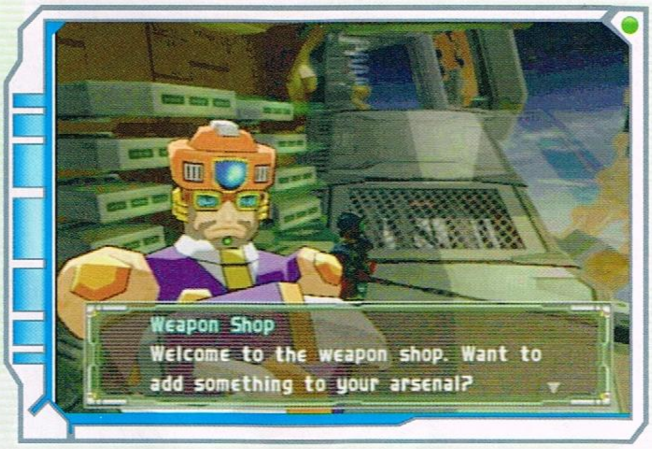

Air Bus Staffer
This is the Air City Air Bus Station, with flights to Air City South Square.

You don't have to go to the mines right away. Instead, leave the control room and take the Air Bus over to the re-opened shopping district. The entire Central Tower is now open for you to explore.



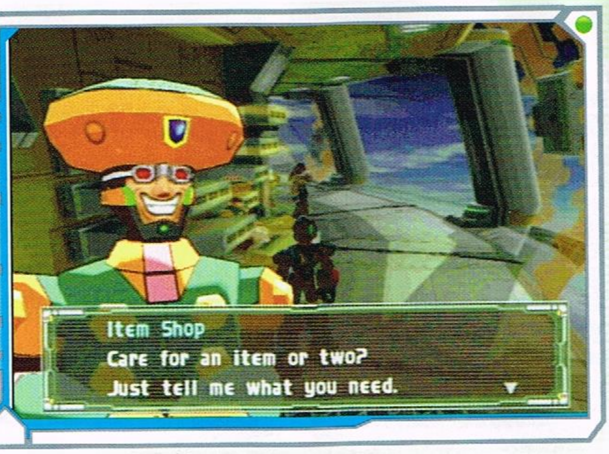
There's a figure vending machine.
It reads:
2 Figure Tokens.

In South Square, pick up three **Figure Tokens** for use in the Figure vending machine. Head back here and spend your Figure Tokens after each mission. Once you have your figure, head over to the shopping district proper. Remember to keep coming back; as stock changes the further you go into the game, especially the weapon shop.


Weapon Shop
Welcome to the weapon shop. Want to add something to your arsenal?

SHOPPING ARCADE WEAPON SHOP

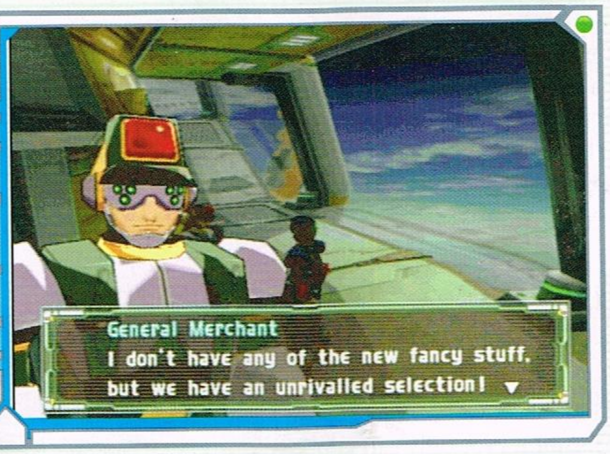
ITEM	COST
Scope Buster	900Z
Jack of Spades	700Z
Jack of Clubs	700Z
Thunder Buster	800Z
Thunder Missile	1500Z
Tomahawk	400Z
Rust Missile	2500Z
Slime Missile	2500Z



Item Shop
Care for an item or two?
Just tell me what you need.

SHOPPING ARCADE ITEM SHOP

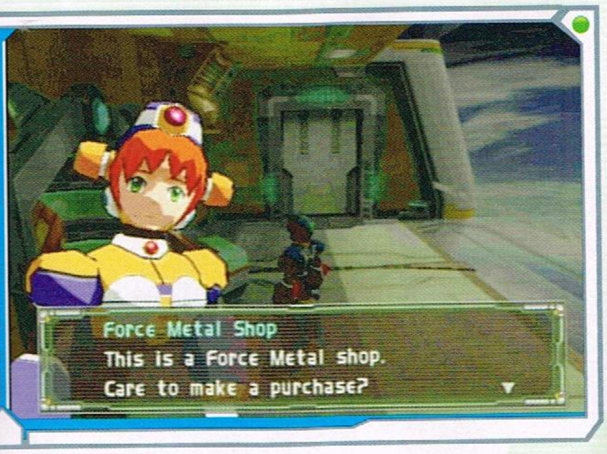
ITEM	COST
Vaccine Program	80Z
Anti-Lock	80Z
Warm-Up	80Z
Clear Vision	80Z
Cure One	240Z
Reboot	500Z
Mega Thunder	160Z



General Merchant
I don't have any of the new fancy stuff,
but we have an unrivalled selection!

SHOPPING ARCADE GENERAL MERCHANT

ITEM	COST
Vaccine Program	80Z
Anti-Lock	80Z
Cure One	240Z
Reboot	500
Mega Fire	160Z
Guard Buster	500Z
Fire Buster	500Z
Micro Missile	300Z
Tomahawk	400Z
Fire Missile	1500Z
Power +1	120Z
Armor +1	80Z
Shield +1	80Z
Speed +1	120Z
Thunder Guard	500Z
Virus Protection	80Z
Bind Protection	60Z
Decoy	1000Z
Analyzer	1000Z



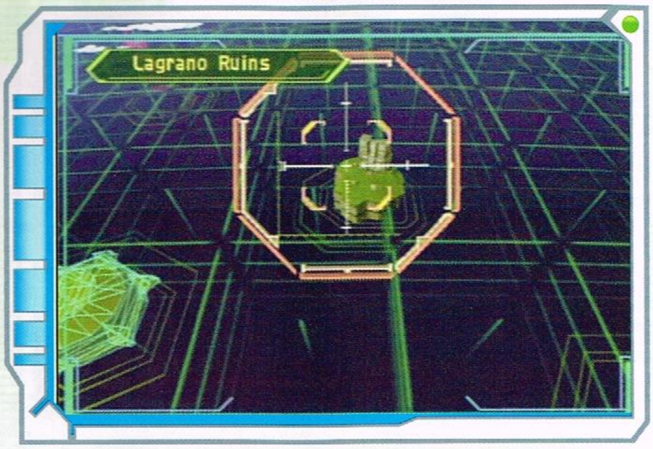
Force Metal Shop
This is a Force Metal shop.
Care to make a purchase?

SHOPPING ARCADE FORCE METAL SHOP

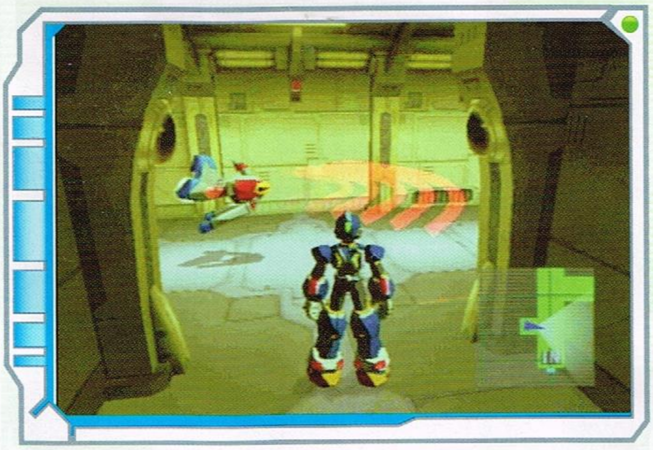
ITEM	COST
Water Guard	500Z
LE +100	300Z
WE +5	40Z
Power +1	120Z
Armor +1	80Z
Shield +1	80Z
Speed +1	120Z
Protect +1	160Z
Decoy +1	160Z
Decoy	1000Z
Analysis	1000Z

The arcade's teleport center enables you to revisit old locations. At this point, that's only the Lagrano Ruins. There are a few doors still locked there; come back later once you have the keys.

Once you're done shopping, return to Chief R and talk to him to be teleported to the Tianna Island mines, and actually start the mission proper.



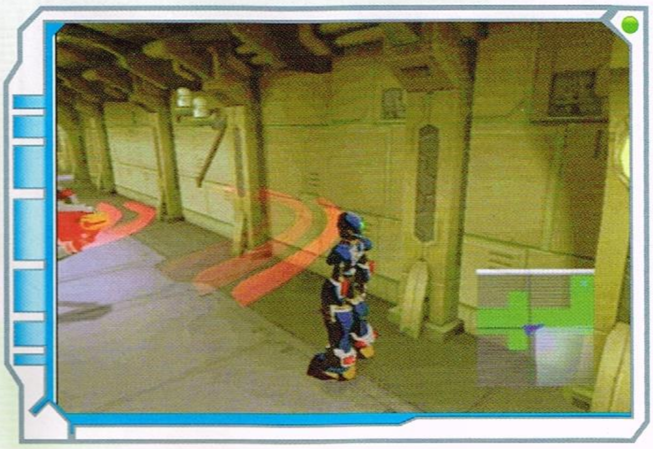
Once Spider's done grumbling, just dash through the hallway. Inside is a massive Reploid named Massimo, who apparently has quite the reputation as a powerful warrior. So why is he so jumpy? He joins your party and enables you to use the 3-bot Final Strike ability.



There's a Save Point just to the north of where you met Massimo. Not only can you save from here, but this Save point also enables you to return to New Hope, if you wish to do a little shopping for Massimo.

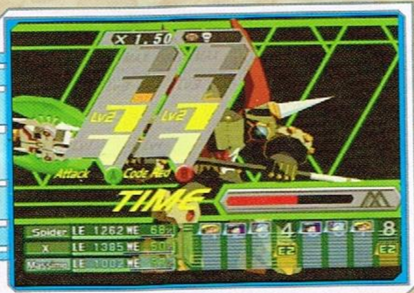
Head north and take the lift down a level. There's a security system on patrol here; stay out of the fishy Mechaniloid's line of sight, indicated by the red waves. If you get caught, you're sent back to the glowing spot at the beginning of the area. There's a **Figure Token** and **300 Zenny** in the alcoves here, snag them and head east.

More security Reploids are in the next hall. You have to be quick to snag the **Figure Token** from the first alcove to the north. The area between the first and second pillars after the first security sweep is a safe zone; watch the Reploid's movements and dash for the alcove northward, which has a **Decoy Force Metal** inside.



MASSIMO

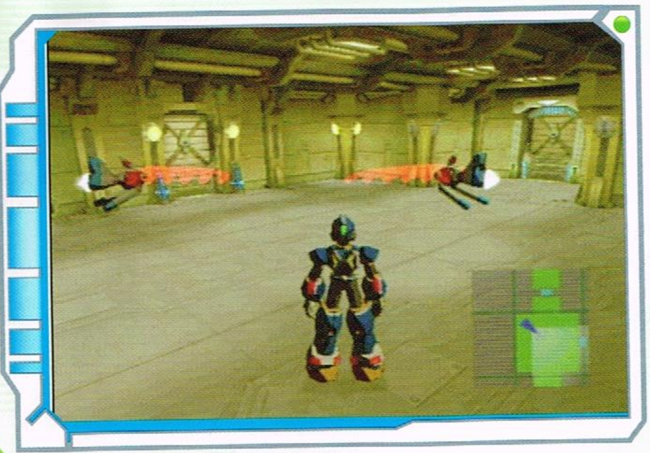
Naturally, pure power is Massimo's game. Slow and steady smashes the skull. But since he starts up at level 1, his stats aren't too great. Thankfully, it only takes a couple fights to ramp him up. He does have a severe disadvantage in the Force Metal department; he has only two slots for them. To make matters worse he's also weak against all Elemental attacks; he's slightly saved by having a Water Guard Force Metal installed right away.



Massimo's Berserk Charge Action Trigger is fairly simple to power-up. Rapidly tap the buttons indicated to raise the power and added status effects of Massimo's attack. The higher the WE when activated, the more time you have to charge up the attack.

Spider LE 1295 WE
X LE 1385 WE 25
Massimo LE 773 WE 45
E1
5
E2
E1

His Glint Armor Hyper Mode is basically a temporary power-up. During this mode his LE maximum is increased by half, and his Power, Armor, and Shield ratings all get boosts. Not only that, but he gains more WE per round while in Hyper Mode. This mode is best saved for use against bosses.

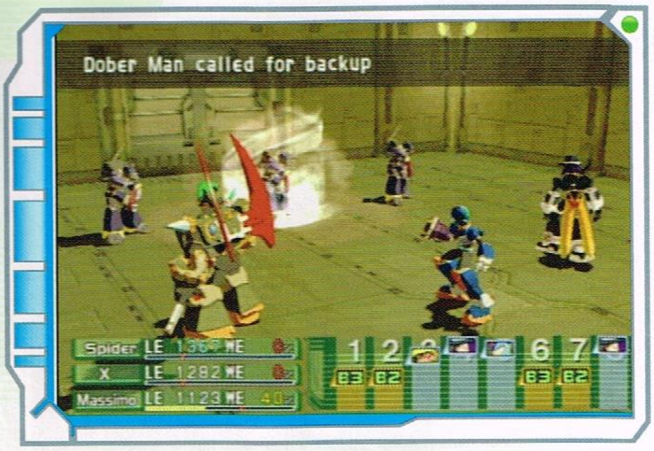


The doors to the east and south are both patrolled by security Reploids, so you have to be fast. The eastern door leads to a little room with a **Thunder Missile Sub-Weapon**. This weapon is especially effective against the Blowfishes and Puffers in the mine. Turn back carefully, and continue south.

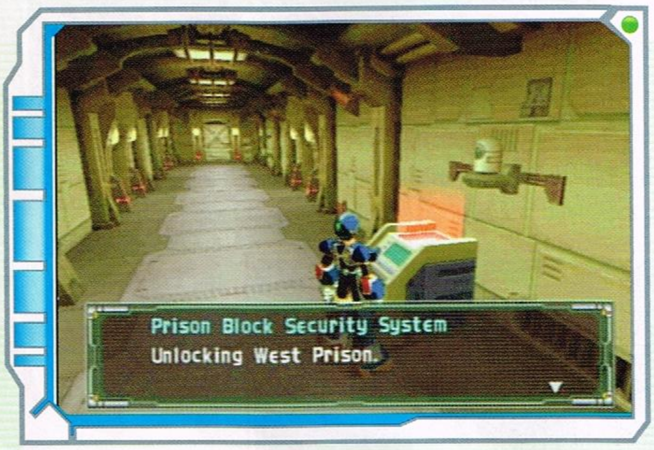
The lift down leads to the Prisoner Admission Division, where random enemy encounters are back in effect. The eastern door is locked, so head west and grab the **Boost Armor** on the way.

Grab the **Figure Token** at the far end of the hall, and hang south through the unlocked door. Inside is a lock release for the cells you've passed, so hit it and backtrack for a **Build Speed** and a **Mega Thunder**. Return to the west end of the hall and take the doorway north.

Go down the next lift and say hello to a trio of guardian Reploids. Make sure your party is healed up before you step forward to take them on. The Dober Man Reploids can call for backup units, but the Big Monkey is a powerhouse best taken care of as soon as possible. Besides, the extra EXP from the Dober Man units is a blessing in disguise. Use the Save Point after the fight to get ready for some exploring.


Dober Man called for backup

Enter the door immediately north to enter the West Prison. Hit the switch to open the cells, and enter each one to talk to the Reploids within. The first cell to the west is a Dober Man in disguise, so be ready for a fight. The inhabitant in the next cell to the north gives you a **Water Guard**, plus there is a **Reboot** and a **Jack of Hearts Weapon** for Spider in the other cells.


Prison Block Security System
Unlocking West Prison.

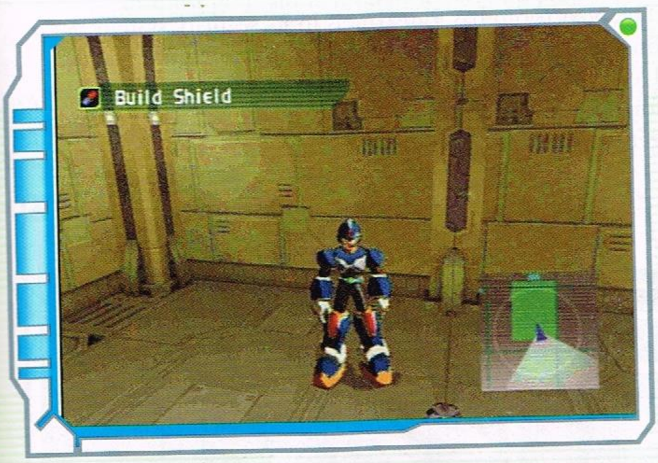
Backtrack and make your way east, picking up the **Tank Energy 100** if you need it. A trio of Big Monkey guards is waiting for you, but once again you can see them before they attack, so make sure your troops are full up on LE. Luckily, Big Monkeys are weak against Thunder attacks, which X should be loaded down with by now.

Head north and open up the cells with the control panel. The southeast cell has another disguised Dober Man. The northeast cell has a **Figure Token**, and the north cell has **400 Zenny**.

Wade into the shallow water to enter the final cell. The Reploid inside has the **Prisoner ID** that unlocks the gate on the west end of the prison floor. Be sure to save again!

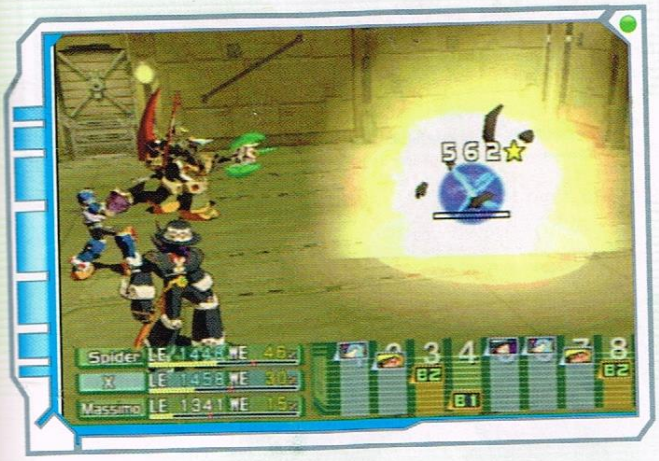
Could you be...Steel Massimo?!
I can't believe it! Steel Massimo
saved me!

Go down the lift, into Maze Area 1. Not a very encouraging name, is it? There's a **Tank Energy 50** at the northern end of this hallway. The southern door is locked and won't open without the Tianna Key, so you must come back later. Make your way to the north, where you get a scene with the captive Nana and the prison warden Silver Horn.

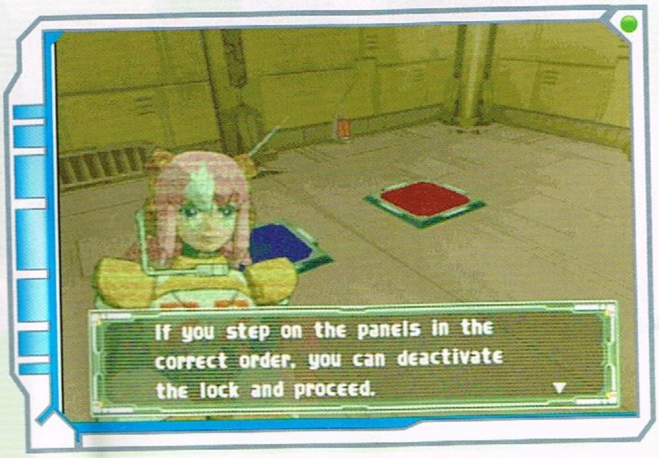


Keep going east until you reach the split; take the south split for a dead-end with **Build Armor** and **Build Shield** power-ups. Both of the doors north lead to the same area, so just take the one closest into Maze Area 2.

There's a **Tank Energy 50** in the yellow gem in this hallway. Veer east right away to the room at the end of the path. This room has a trio of item gems containing **Warm-Up, Boost Power**, and **Boost Shield**. Now, head all the way to the west, the room there has a **Tomahawk Sub-Weapon**. Take the only door north now.



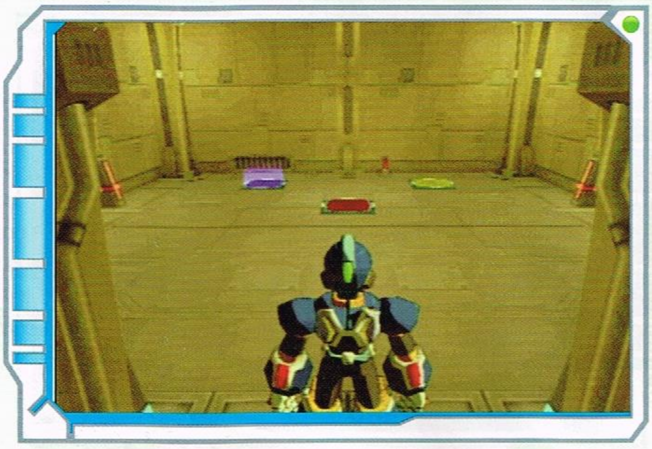
Keep moving south, eventually you reach a Save Point and a **Tank Energy 50** in the yellow gem. Save your game, and take the next door. The two security panels on the floor must be hit in the correct order. Nana shows you the order; copy it to move on.



If you step on the panels in the correct order, you can deactivate the lock and proceed.

One long lift later and a short hallway later, you're in the Dark Room. Head forward to meet Nana, guarded by a Preon Pod and two Preon Sparks. The Pod takes double damage from Thunder attacks, so use X's Thunder Buster and Thunder Missiles, which also interrupts its launching sequence. Have Spider and Massimo concentrate on the Sparks, and it's over in no time.

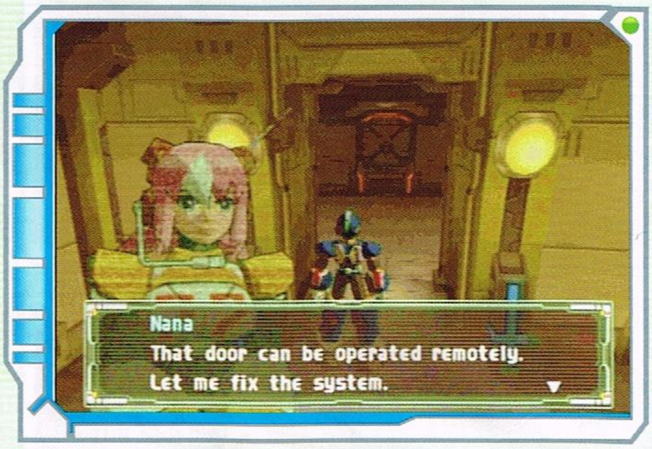
It turns out that Nana's been doing a little subterfuge while held captive. Odd thing though, her records say that Massimo had been executed days ago! Nana sticks in the Dark Room to keep Silver Horn unawares while the trio hunts him down.



Welcome to the Security Panel Area. Thankfully, Nana's around to show you the correct code (blue, red, yellow) to unlock the western door. Hit yellow, red, then blue to open the eastern door, a treasure trove with a **Build Shield**, **Build LE**, **Build Armor**, **Build Speed**, and **Build Power**.

The light show is a *lot* faster this time around so be sure to pay attention. Yellow, blue, and red to unlock the southern door and send you on your way. The red gem in the room is protected by a force field; unlock it with blue, yellow, red, and claim its **Tank Parts**. And finally, red, yellow, blue unlocks the northern door, netting you four **Figure Tokens** and gems worth **1000 Zenny**.

The next room has four panels in its security system. Step on yellow, red, green, and blue, to open the door to the Deep Prison Area. Again, the item here is protected by a force field. Unlock it with green, blue, red, and yellow to get the **Queen of Diamonds** for Spider.

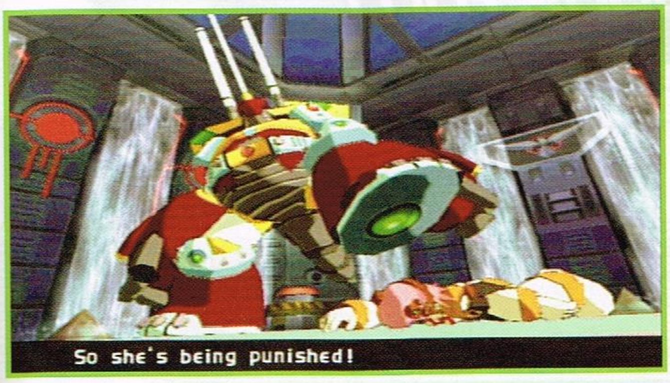


Nana
That door can be operated remotely.
Let me fix the system.

Use the Save Point here, then have a nice chat with the guards, who thankfully don't attack you. All that's left is to go north. While X and Spider wait for Nana to boot up the unlocker, Massimo slips off…

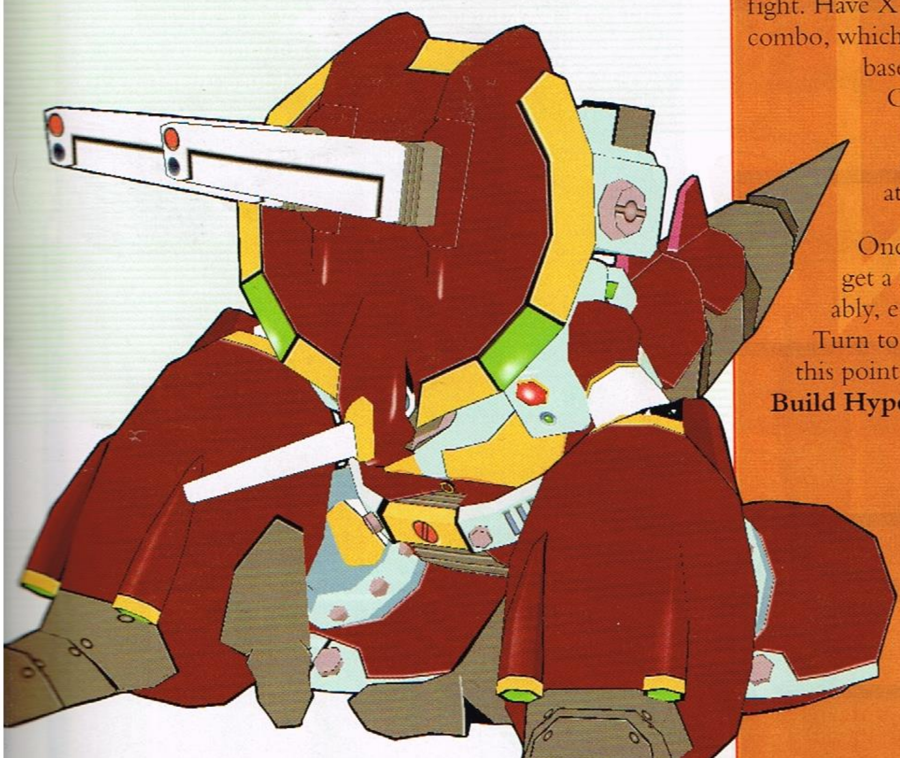
Glad I left the armor in your hands.

At this point, consider returning to New Hope and stocking up on supplies, especially Water Guard Force Metals and Thunder-based weapons.


So she's being punished!

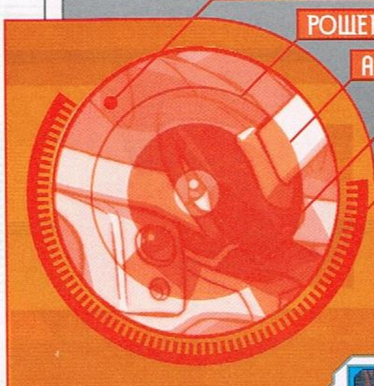
X and Spider must go it alone for a little bit. Slip past the now-clobbered guards and take the lift down to the Deep Prison where Massimo's waiting. He's back in your party now, but it sounds like Nana's in trouble! Return to the now-unlocked door, collecting a **Gain Hyper** and a **Tank Energy 100**.

Silver Horn is *not* a nice Reploid at all. Not only is he quite happily hurting Nana, but he also quite enjoys mocking those he cruelly destroyed. This certainly pushes all of Massimo's buttons. Get ready to turn the tables!



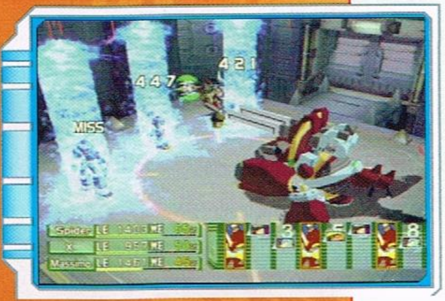
BOSS ALERT

SILVER HORN



LIFE ENERGY	17000
POWER	74
ARMOR	44
SHIELD	42
SPEED	88

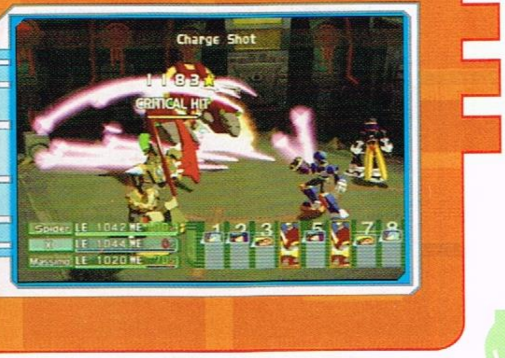
DAMAGE %		
FIRE	WATER	THUNDER
100	ABSORB	150



He's big and nasty, and packs a major wallop. Most of his moves are Water-based and attack the entire party, so have Water Guard Force Metals installed in everyone to keep the damage down.

X and Massimo are your heavy damage-dealers for this fight. Have X use a Thunder Missile/Thunder Buster combo, which still lets him build up WE for a Thunder-based Charge Shot. Use Massimo's Berserk Charge as soon as it's available. Spider is best utilized healing the party with SubTanks, and using the occasional Mega Thunder attack.

Once Horn coats his body with liquid, things get a lot tougher. His defense is raised considerably, especially against Thunder based attacks. Turn to X's Hyper Mode to deal the big damage at this point and finish him off. An **Ice Buster** and **Build Hyper** are yours once he goes down.



2.4

GAUDILE LABORATORY

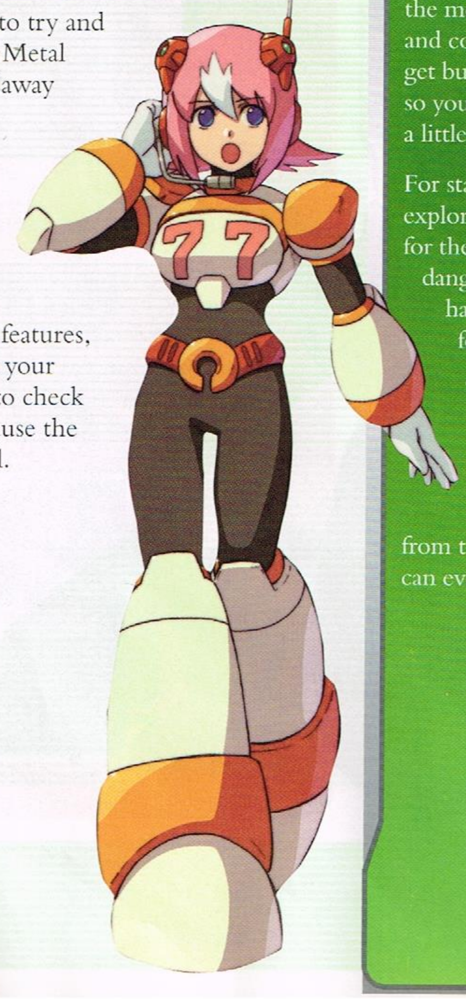
BOSS: DR. PSYCHE

NEW ENEMIES

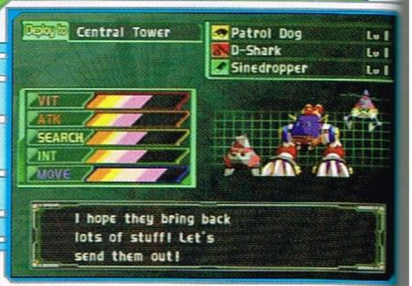
ENEMY	LE
Killer Mantis	4000
Mettaur Commander	2000
Pararoid	200
Preon Elite	2200
Preon Gunner	1700
Rabbid	1200
Radar Killer	4400

We could really use him on our side.

The Resistance’s next plan is to try and recruit Prof. Gaudile, a Force Metal researcher who’s shut himself away from both sides of the fight. Sure, it means sneaking into his lab, but these are desperate times. Talk to Nana, who has helped open up a few more options at New Hope for you. Spend a little time working with these new features, then talk to Nana again to get your mission started. Don’t forget to check out the Shopping Arcade because the shop stock has changed as well.



MECHANILOID DEPLOYMENT



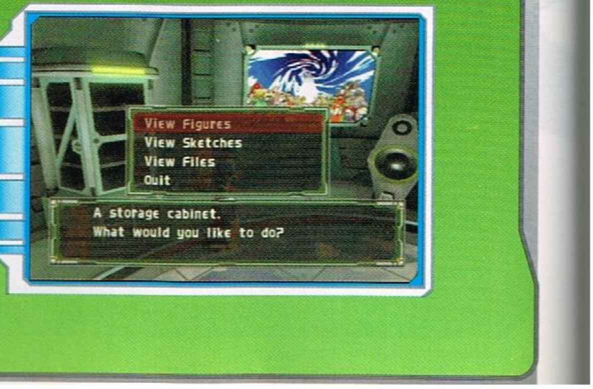
I hope they bring back lots of stuff! Let’s send them out!

One option available now is the Deployment Center. Here, you send a team of three friendly Mechaniloids to different levels for them to seek out items that are otherwise inaccessible to you.

Mechaniloids are split into three types. One set are attack robots, who mainly bring back Zenny. The next focuses on finding items. The final is focused on bringing back Discs of data. Judge the various Mechanloids’ skills when you decide which ones to send into what area. When they return, they not only bring items, but have raised experience as well. The higher the Mechaniloid’s level, the more likely they are to enter more dangerous areas and come back intact. Don’t worry if your Mechaniloids get busted on the mission; they’re automatically repaired, so you never lose them. You’re just denied their finds for a little bit.

For starters, send your only available Mechaniloids to explore Central Tower. It’s a short and relatively easy trek for them, and a good place to build them up for the more dangerous Lagrano Ruins and Tianna Camp. Always have at *least* one team of Mechaniloids out hunting for stuff while you are out on missions.

The Sky Room is basically your trophy room. Here, all the nifty stuff your Mechaniloids have brought back is displayed, as well as any action figures you’ve earned from the vending machines. Check out the movie and music files from the game, development sketches, and more. You can even change X’s scarf colors!



A storage cabinet.
What would you like to do?

At this point, a new feature becomes available that is exclusive to the GameCube version of the game. Attaching a Game Boy Advance to the GameCube via a link cable opens the Treasure Radar option!

Obtained figure Jasmine.

Once the Game Boy Advance is hooked up and turned on, go to the menu screen and select "Treasure Radar". Once the connection is made, the Game Boy Advance's display becomes a radar screen. The yellow dots on the display are hidden Treasure Tokens, which appear as glowing blue spots on the game play screen. Return to old locations and go scavenger hunting! These Tokens are spent at the purple vending machine in Air City 3rd Street, which gives out action figures. Complete your sets!

Just be sure to turn off your Game Boy Advance when engaged in a boss fight. Why burn your batteries unnecessarily?

Gatekeeper
Who in the heck are you?!
And what business have you here?!

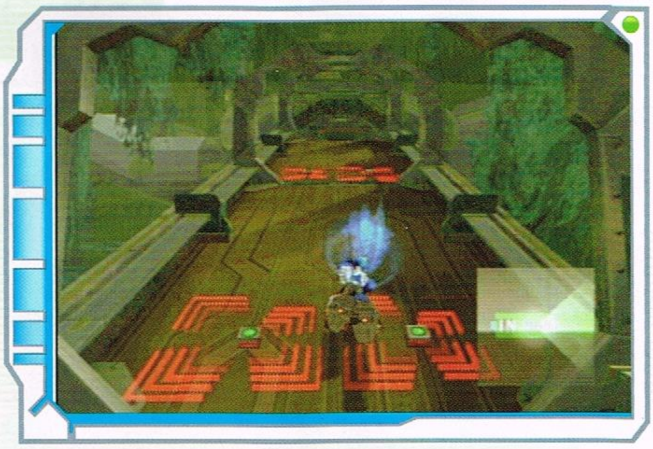
Hello, what's this? A **deactivated Preon unit**! X sends it back to the base, where it joins the roster of Mechaniloids you can deploy to past areas for item gathering.

In the East Deck, take the first door to the north to snare two **Figure Tokens**. Then head east to grab a **Cooler**, a **Cure One**, and a useful **Vaccine Program.**

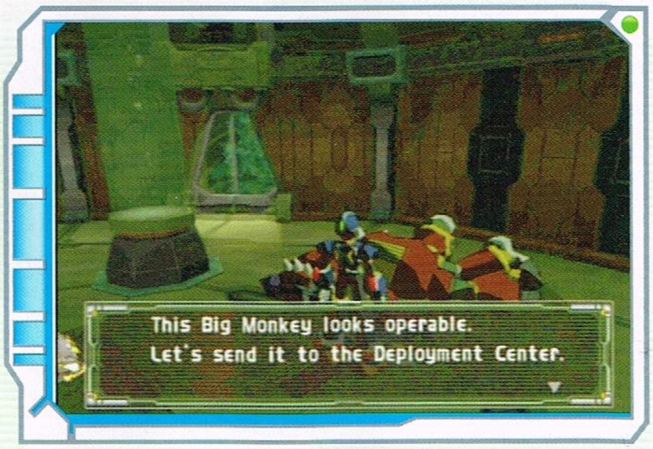
Once you've entered Gaudile's lab, take the only route east. There's a nice warm Rebellion reception waiting for you! A Preon Elite and two Preon Gunners are set to pounce. The Elite's Order focuses the Gunners on a single party member, which leaves your other members free to attack, but certainly puts the target at great risk. It can also use Riot, sending the Hunters into Berserk status!

Once you've "met" the lady thief Reploid at the crossroads, just keep going the way you were. The fork the thief took is locked, preventing you from following. Just take the lift up a level.

This Preon looks operable.
Let's send it to the Deployment Center.



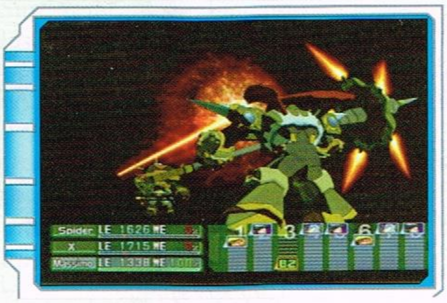
In the next hallway a new security system is in place. The red floor tiles alert security if they are stepped on, forcing you into a fight. X's dash lets him fly quite safely over them. The room beyond has a **Tank Energy 25** and a Save Point as well. Consider returning to New Hope and checking on your deployed Mechaniloids. You can also send your new Preon unit out when you get there.



This Big Monkey looks operable.
Let's send it to the Deployment Center.

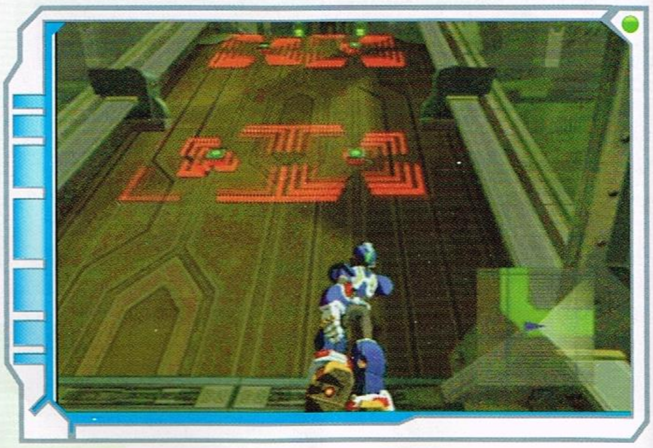
Head south first. It's eventually a dead-end, but there are lots of great items to be found. Take the west room to find a treasure trove of five **Figure Tokens**. Go east to locate another horde of goodies, with a deactivated **Big Monkey** for your Deployment center, a **Protect +1 Force Metal**, **Tank Parts**, **600 Zenny**, and a **Tank Energy 50**.

Return to the northern door you passed earlier. There are more red security tiles here. Simply run past the one that moves on its own, then dash over the twin systems. Dashing through the first only lands you right in the security beam and into a fight.



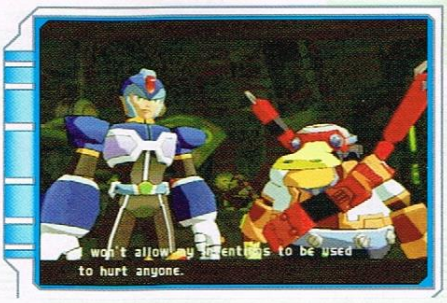
Just past the security is the Rebellion's Dr. Psyche, and he's after Gaudile too. He sends a pair of Preon Elites to attack you, and this is a hefty fight. Concentrate on one Preon at a time, letting X and Massimo's WE build up to open up on the second one once the first one falls. Luckily, they're fairly slow.

Once Gaudile's new Force Metal Generator has been uncovered and you have control again, snag the **Build WE**, **Build LE**, and the **LE +100 Force Metal**. Take the door south, where more security sensors are waiting, with a slightly more complicated layout. Slip past the first one normally, and time your dash over the first pairing, so you land in the space vacated by the second rover. Dash quickly over the second pair before the moving one comes back



The next set of sensors requires more precise movement to cross safely. Stand back a little bit from the very base of the ramp, and dash from there. With proper placement, this puts you in the safe zone between the sensors.

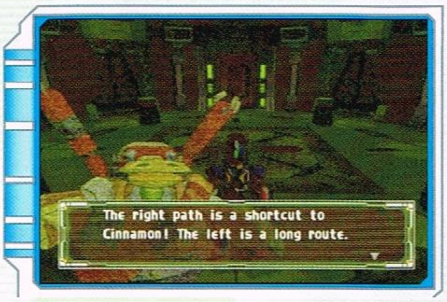
Once you are in the Observation area, take the first fork south to pick up two **Figure Tokens** and the **Queen of Hearts Weapon** for Spider. There's a **Tank Energy 50** to the east, and the lift to the next level is north.


won't allow my inventions to be used to hurt anyone.

On the next level, stay on the path to find a **Cure All** and **1000 Zenny** spilt between three item gems. Keep moving up the path and you eventually reach a Save Point, and Prof. Gaudile as well. Looks like Dr. Psyche got Cinnamon, and with her they have the Force Metal Generator. Head south to give chase!

There's a **Build Armor, Gain WE+5**, and a **Build Speed** waiting in the hallway ahead, grab them and continue on to the room where Cinnamon used to be. She isn't there anymore, so keep moving and be sure to grab the pair of **Figure Tokens**.

This is the Eternal Forest area, a large branching network of paths. Gaudile encourages you to take the right path (blue arrow) to catch up with Dr. Psyche quickly, under the rationale that you can always come back later for item gathering. There's a Reploid waiting before each door, and each one has a fight for you to pass through to the next section. Once you go through a door it locks behinds you.


The right path is a shortcut to Cinnamon! The left is a long route.

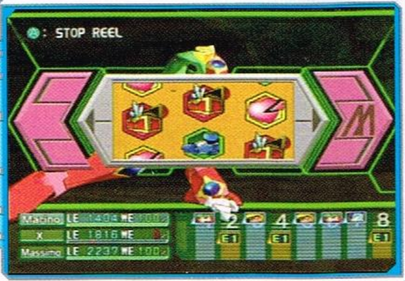
Taking the blue path twice from the start is the shortest route to your destination, but all you get at the end is a lousy **Tank Energy 25**. If you're feeling adventurous, try another path through the Eternal Forest! Be warned, the more red paths your take, the tougher the fights, but the prizes at the end are so much sweeter.

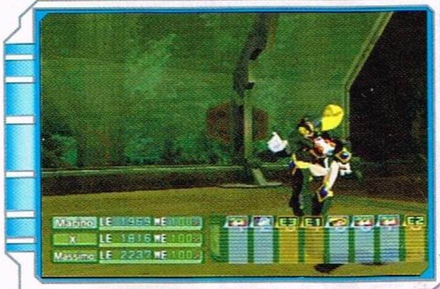
ETERNAL FOREST PATHS

PATH	PRIZE
→ →	TANK ENERGY 25
→ ← →	TANK ENERGY 25, CURE ONE
→ ← ← →	TANK ENERGY 50, CURE ONE
→ ← ← ←	TANK ENERGY 100, BACKUP, JOKER
← → →	TANK ENERGY 50, CURE ONE
← → ← →	TANK ENERGY 50, CURE ONE
← → ← ←	TANK ENERGY 50, CURE ALL, FIGURE TOKEN
← ← → →	TANK ENERGY 50, CURE ALL, FIGURE TOKEN
← ← → ← →	TANK ENERGY 50, BACKUP, FIGURE TOKEN
← ← → ← ←	TANK ENERGY 50, 1000Z, BUILD ARMOR
← ← ← → →	TANK ENERGY 50, 1000Z, BUILD SHIELD
← ← ← → ← →	TANK ENERGY 50, 1000Z, BUILD POWER
← ← ← → ← ←	TANK ENERGY 100, 1000Z, BUILD SPEED, FIGURE TOKEN
← ← ← ← → →	TANK ENERGY 100, 1000Z, BUILD LE, FIGURE TOKEN
← ← ← ← → ← →	TANK ENERGY 100, 1500Z, BUILD ARMOR, FIGURE TOKEN, ITEM CAPTURE
← ← ← ← → ← ←	TANK ENERGY 100, 1500Z, BUILD SHIELD, FIGURE TOKEN, GET ZENNY +
← ← ← ← ← → →	TANK ENERGY 100, 1500Z, BUILD WE, FIGURE TOKEN, GET EXP +
← ← ← ← ← → ←	TANK ENERGY 100, 1500Z, BUILD SHIELD, BUILD ARMOR, POWER CHARGE
← ← ← ← ← ← →	TANK ENERGY 100, 1500Z, BUILD SPEED, BUILD POWER, TURBO CLOCK
← ← ← ← ← ← ← →	TANK ENERGY 100, 2000Z, CRYOGENIC, BUILD WE, BONE KEY
← ← ← ← ← ← ← ←	TANK ENERGY 100, 2000Z, STAMINA MISSILE, BUILD HYPER, TANK PARTS

MARINO

An accomplished thief, Marino's quite confident in her abilities. And they're admittedly pretty impressive. She hits twice, doubling her Combat damage. Her Get Zenny Sub-Weapon increases the amount of Zenny the targeted enemy drops when defeated, which is nice for fattening up your bank account. She's also extremely skilled at hitting hard-to-hit enemies like the Pararoid. However, she has comparatively low HP, so installing a LE + Force Metal or two is a good idea.

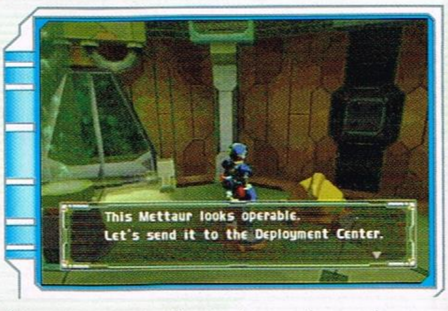




Her Emotional Reel Action Trigger is even riskier to use than Spider's but has some good results. A slot machine appears, and lining up three of the same symbols activates her move. The higher her WE when activated, the slower the reels move. Thankfully there's no time limit, so study the reel patterns carefully. The blue symbol gives her an attack at double strength. The red chest symbol activates and attack with a guaranteed stolen item. And the heart symbol takes away enemy LE, and gives it to Marino.

Quicksilver Hyper Mode adds to her LE and power, but the highlight is the massive speed increase she gets. Three times as fast as she is in normal mode, Marino can really pile on the attacks in this form, often attacking twice in a row.

Once you're through the Eternal Forest and have picked up your goodies, rush down the ramp. The slinky thief-Reploid Marino is unconscious in the room at the bottom. She took a beating from Psyche's goons, and she is ready to join your party. With four members of your party now, you can swap out frontline members when needed, even in battle. Don't worry even units in reserve gain EXP from battles, even if they didn't fight in them!


This Mettaur looks operable.
Let's send it to the Deployment Center.

The next room along the path northwest has a **Tank Energy 50**, a **Reboot**, and a **Cure One**, but the room's highlight is the **deactivated Mettaur**. One more Mechaniloid for your Deployment Center! Keep moving to find a Save Point. Move on to get a **Gain Hyper, 100 SubTank Points**, and catch up with your quarry.

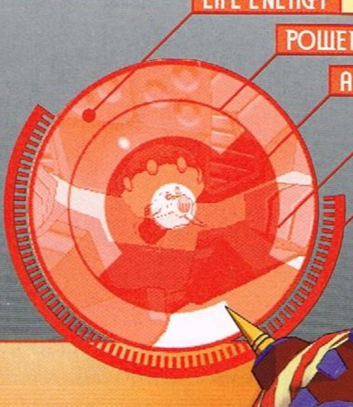
BOSS ALERT

DR. PSYCHE

LIFE ENERGY	12000
POWER	85
ARMOR	46
SHIELD	40
SPEED	74

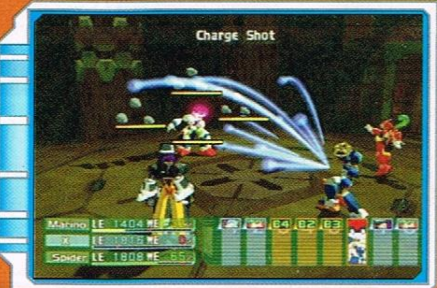
DAMAGE %		
FIRE	WATER	THUNDER
100	100	100

MAD NAUTILUS

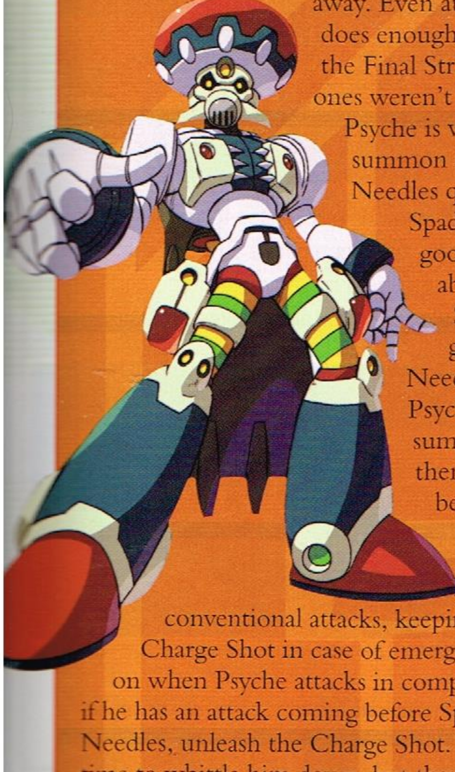


LIFE ENERGY	10000
POWER	90
ARMOR	30
SHIELD	36
SPEED	68

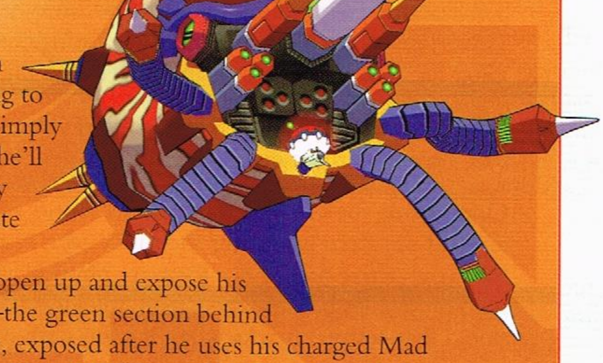
DAMAGE %		
FIRE	WATER	THUNDER
100	100	00



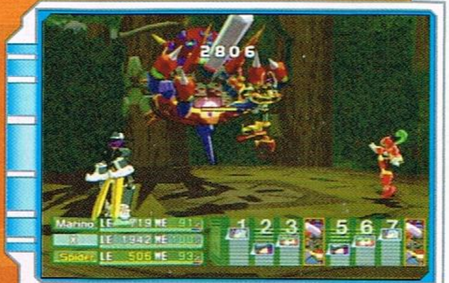
Psyche's opening move is to summon a trio of 400-LE Needle trios, forcing you to deal with them rather than focus on the weirdo himself. X's Charge Shot is perfect for taking them out right away. Even at only a 50% charge, it does enough damage to initiate the Final Strike on whichever ones weren't destroyed. However, Psyche is very fast, letting him summon another batch of Needles quickly. Spider's Spade-series cards are good here; keep his WE above 75% so the Spades strike all targets, taking out the Needles and forcing Psyche to waste his turns summoning more of them. The other members should focus on Psyche himself.



Have X stick with conventional attacks, keeping his WE up for a Charge Shot in case of emergencies. Keep an eye on when Psyche attacks in comparison to the others; if he has an attack coming before Spider can take out his Needles, unleash the Charge Shot. It might take a little time to whittle him down, but thanks to Spider's Spades, Psyche should never get a single hit in. Save your Hyper Mode turns, though. Even once he goes down, Psyche's not done with you yet.



Psyche's Mad Nautilus form requires timing to crack. If you simply unload on it, he'll Counter every move and waste you. Wait for the armor to open up and expose his weak point —the green section behind his main horn, exposed after he uses his charged Mad Energy attack. Have Marino use her Get Zenny Sub-Weapon every round so that when Psyche does go down, he spits out a *lot* more cash. Use Spider's Steal Missile to grab Psyche's two items in this form, then have him and X stay defensive and build up their WE. Once the armor opens and you see the green, let him have it with Hyper Modes and Action Triggers. Be sure to use the Cooldown command once he closes his bulkhead; why waste Hyper Mode turns if you can't attack during them?



Watch out for his Mad Cocktail move, as it can send your characters into Berserk mode, which is bad here, because of the counters and his other attacks. Have Coolers on-hand and use them as soon as possible on your Berserked teammates. Once he's toast, a new **SubTank** and a **Virus Missile Sub-Weapon** is yours, as well as assistance from Cinnamon and Prof. Gaudile!

Return to this room later to find a deactivated Dober Man for your Deployement Center. Unfortunately, you need the Bone Key to activate it. Come back with it to add to your item-hunting army.

2.5

MAVERICK HUNTERS JOIN FORCES

BOSS: MACH JENTLER

NEW ENEMIES

ENEMY	LE	ENEMY	LE
Fire Glob	3000	Preon Shielder	2800
Gulpfast	2400	Preon Soldier	3200
Mega Mantor	5200	Preon Tank	2000
Preon Hybrid	2600	Super Tripuffer	500
Preon Nurse	2400		

With Gaudile on the side of the Resistance, base operations are even stronger. A brief communication with Redips (and conversations with numerous Reploids through Central Tower) reveals that Zero is still functioning, last seen in the Ulfat Factory, which is cranking out Preon units like crazy.

Before tackling the mission be sure to do some shopping for Marino and Cinnamon.

Once inside the Ulfat factory, alarms sound, so security is ramped up. Zero was never the subtle sort, was he? Make sure your active party has a focus on physical attacks rather than projectiles because the Preon Shielders have a force shield that counterattacks when it is hit with projectiles.

Heed Marino and Massimo's advice upon spotting the security units; you can only move freely when the Mechaniloids are in wait mode. If you move when the unit is moving and the room's lighting is red, you're thrown into a fight. Listen for the "ping" noise when the Reploid is still. After the third ping it takes flight. Pick up the **Fire Guard** and **Figure Token** in the west end of the room, then go through the northern door.

There's a **Figure Token**, **Build LE**, and an **Ultra Blizzard** in the second floating security room just north of the first. Step into the room to the left to grab **300 FME**, **1000 Zenny** and a **deactivated Rush Loader** in the furnace room proper. Backtrack and make your way northeast to the second section.

CINNAMON

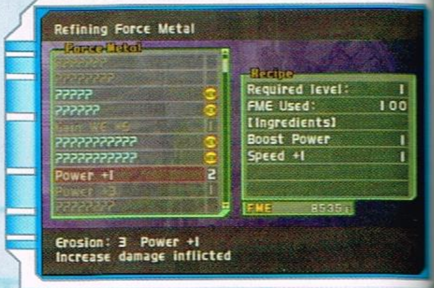
She's a healer, not a fighter. She starts out at Level 1, but like Massimo, it doesn't take long for her to level up, plus she can do it from the safety of the back lines. Her Energy Field gives every party member an extra 10 WE for that round, which can really help get in the Action Triggers faster and increase their power.

GO
TIME
Marino LE 1567 WE 75
X LE 1900 WE 88
LE 411 WE
4

The Angelic Aide Action Trigger is, like her nature, all about healing. Spin the secondary control stick in a circle as many times as possible within the time limit given, and hearts appear. Each heart means 10% LE recovery for the party, so get as many hearts as possible. The more WE when activated, the longer time she has to build up hearts.

Marino LE 1567 WE
X LE 1914 WE
LE 614 WE
2
4
8
E2

Iron Maiden! Trading in her angelic whites for some rather evil-looking black looks, Cinnamon gets a 50% boost to her LE and Power, giving her attacks more oomph if needed. She's still no powerhouse, but it certainly makes her a tougher gal than she was before.



Refining Force Metal

Force Metal

?????	
??????	
????????????	
????????????	
Power +1	2

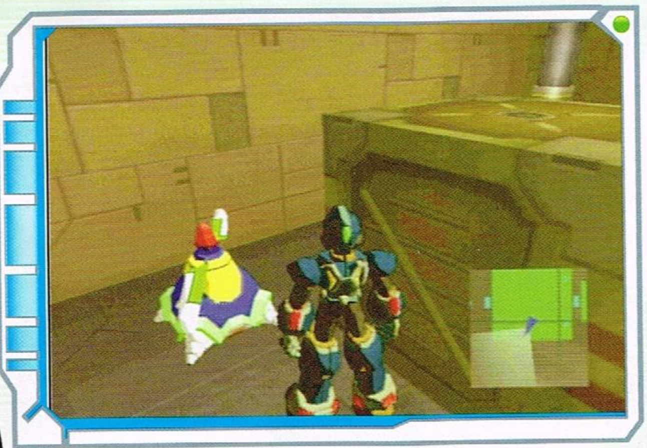
Recipe

Required level:	1
FME Used:	100
[Ingredients]	
Boost Power	1
Speed +1	1

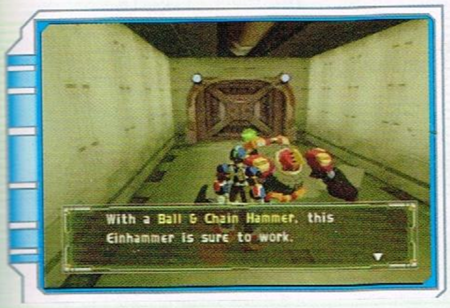
FME 8535

Erosion: 3 Power +1
Increase damage inflicted

Cinnamon also adds the Force Metal Generator to your menu options. As she gains levels, she can create new Force Metals, if she has the ingredients needed. Naturally, the ingredients needed to make the more powerful the Force Metals are difficult to find and more expensive. She also needs to increase in level to make the really powerful ones.



The next security room is considerably tougher, a maze of crates. Not only that, the security Mechaniloids can block your path when in wait mode, forcing you to wait it out until they move. Be sure to grab the **Tank Parts** and the **Figure Token** on the east end of the room, hidden by crates. While there *is* a door to the west that leads to goodies, it's blocked by crates. Instead, go north to the next security room. There's a **Figure Token** right in the doorway, take it and go west to the smelter. You can grab the **Tank Energy 50** here if you need it.

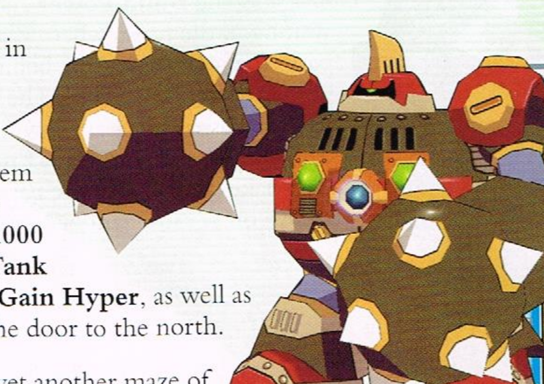


With a Ball & Chain Hammer, this Einhammer is sure to work.

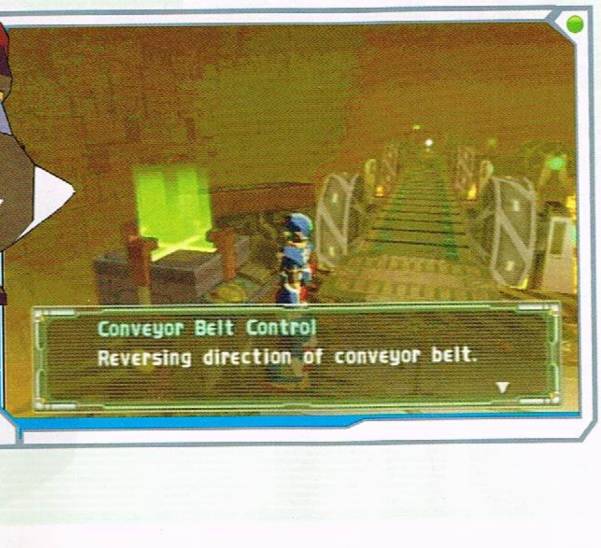
There's a **deactivated Einhammer** at the end of the hallway past the smelting pool, but is inoperable until you get a **Ball & Chain Hammer** to complete it, so you have to come back later. Grab the **King of Hearts** weapon for Spider behind it and backtrack to the security room, grabbing the **Build WE** and **800 Zenny** on the way**.** Take the eastern door and move on.

There are huge piles of crates in the next room, but oddly enough no security fliers. Grab the **Build Speed** hidden at the far west end of the room, then take the northern door. A not–too-old comrade is waiting on the other side!

Grab the **Boost Speed** in the room where Axl joined, then head left to the smelter. Take the **Aero Buster** for X to the south, and continue on to grab a **Mini Battery**. There's no use for it right now, but there's a deactivated Mechaniloid *somewhere* that can use it. Return to the crate room, and pick up the **Tank Energy 50** if you need it. There's a Save point in the hall just east, use it and move on.



The control panels in the freight room change the direction of the conveyor belts. Use them to collect all of the items in the area: **1000 Zenny**, **WE +5**, **Tank Energy 25**, and a **Gain Hyper**, as well as gaining access to the door to the north.

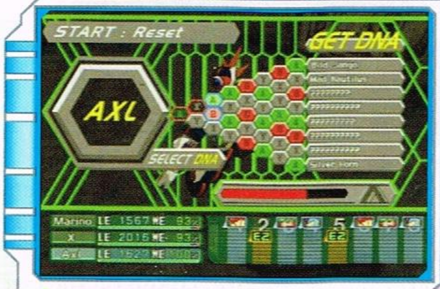


Conveyor Belt Control
Reversing direction of conveyor belt.

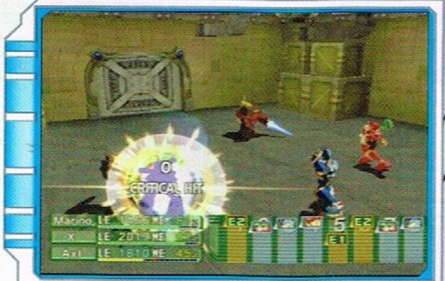
The next room is yet another maze of conveyors and switches, only much larger. There are also more Preon guards waiting on the platforms. Thankfully you're spared random enemy encounters, so you can take your time finding the rout to the northern door. Grab the eight **Figure Tokens**, take out the guards, and move on.

AXL

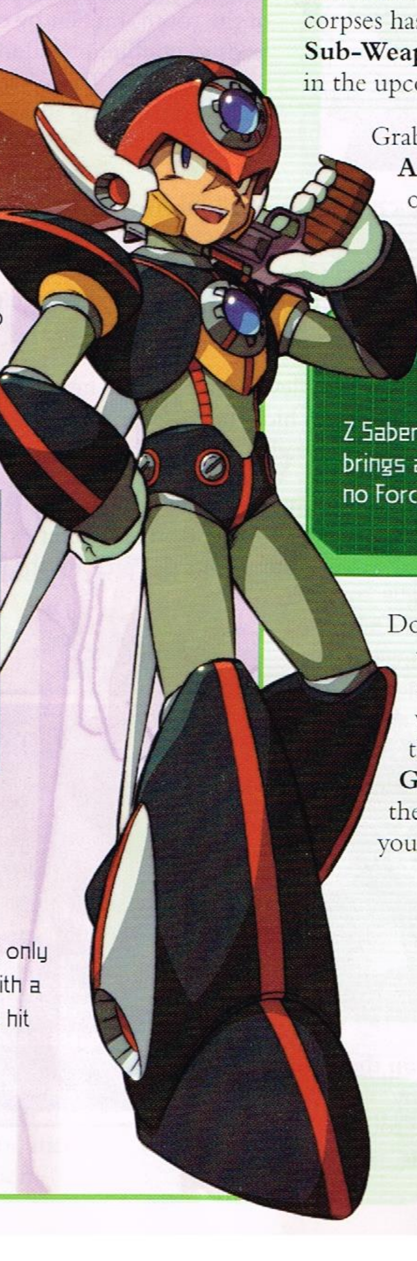
Former member of Red Alert and aspiring Maverick Hunter, Axl is in Giga City looking for clues to his unknown past. His twin Axl Bullet pistols pack a real punch, and he comes equipped with a pair of fairly hard-hitting Sub-Weapons. He's also quick, letting him get in more attacks rapidly. While it may be tempting to use him right away, don't swap him in at the expense of a physical combat specialist like Massimo or Marino.

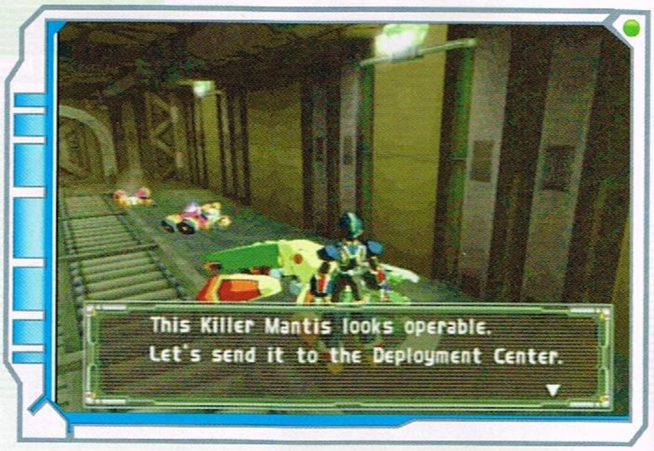


His DNA Change Action Trigger is incredibly daunting to use. With each boss defeated, Axl can use their DNA data to change into them and attack. In order to activate it, you have to press the correct series of buttons along the chain that leads to the available boss form. The higher Axl's WE, the longer the time he has to complete the chain. It's tricky, but incredibly powerful.



His Stealth Mode, much like Spider's Hyper Mode, makes him an untouchable shadow, as well as doubling his power. Unfortunately, it only lasts two rounds (unless augmented with a Build Hyper), and his Speed takes a 25% hit while cloaked.





This Killer Mantis looks operable.
Let's send it to the Deployment Center.

The next room has a Save Point, and lots of dead Rebellion Reploids. Oh yeah, *definitely* Zero's handiwork. Take the lift up for more carnage. Among the bodies is a **deactivated Killer Mantis** for your Deployment Center. One of the corpses has a **Fire Guard** and another has an **Ice Missile Sub-Weapon**. Both of these weapons should prove valuable in the upcoming fight.

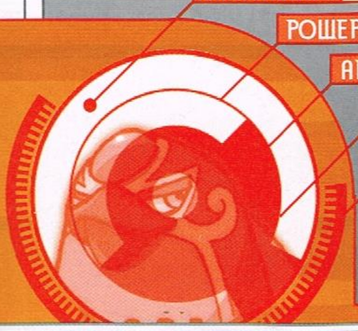
Grab the **Build Shield**, **Hunter Missile** and **Build Armor** in the computer room before taking the only unlocked door to the west. Take the lift up, and the Hunters are back in action, together again!

At this point, Zero is back in your party. He's raised his levels considerably and now owns the Z Saber+ Weapon, but plays the same as before. He brings a pair of Heat Haze Sub-Weapons to the party, but no Force Metals. Re-equip him as you see fit and get to it!

Do *not* skip the **Build Power** and **Backup** items waiting in the room where Zero rejoins; they're easy to miss since they're behind the camera when you regain control. The door to the north that you passed before is now unlocked. There's a **Gain Hyper** and two **Tank Energy 100** gems there. Make sure your entire party is ready before you move on because Jentler's just ahead.

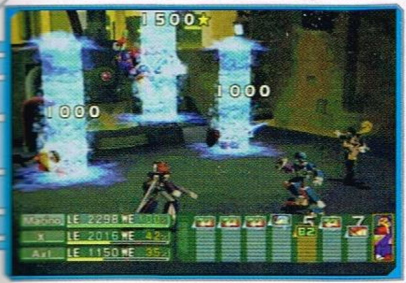
BOSS ALERT

MACH JENTLER



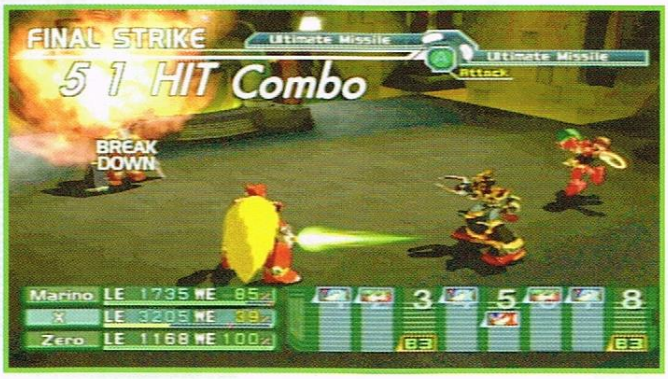
LIFE ENERGY	28000
POWER	98
ARMOR	50
SHIELD	70
SPEED	40

DAMAGE %		
FIRE	WATER	THUNDER
ABSORB	150	100



Unlike other bosses so far, Jentler's backed up by Preon units, making him quite annoying. Destroy a Preon, and Jentler calls another to take its place, but it does eat up a turn he'd otherwise use with a flame attack. On the other hand, if you've equipped some good defensive Force Metals, it might be worth ignoring the Preons and focusing on Jentler. He's weak to Water attacks, so have X's Ice Buster handy, as well as some Ice Missiles. Equip Fire Guard Force Metals in everyone as well to drop the damage taken. Axl's DNA Change into Silver Horn can do some real damage, so try to get that in as often as possible. If you have Ultra Blizzards, use them! Marino in Hyper Mode is good for really laying on the Blizzards, especially if you use a Gain Hyper to keep her Quicksilver going. Her Hawkeye also ensures she'll hit him with her normal attacks, which combined with an Ice Missile can slice off about a thousand points each turn.

When he's in the air, Jentler's good at dodging. But a powerful enough series of attacks can temporarily ground him, leaving him very open. Once he's down, sic your melee fighters on him in Hyper Mode! Watch out though, Jentler regains his balance once his turn comes up, and he doesn't miss an attack. Speed is your friend here, especially since his attacks do massive damage and you want to be able to get your SubTank use in. Once he's down, his Preon peons are automatically vanquished, and you're up **25 SubtTank Points**, a complete **SubTank**, the **Fire Buster MkII** for X, plus Jentler's DNA to enhance Axl's DNA Change attack!



Whoops, you're not done yet! Jentler may be roast squab now, but now there's Preon units pouring out of Duboar. Yet another fight, and this one's a marathon battle! Each time you wipe out a squad of four Preons, another quartet appears, tougher than the last. The Preon Hybrids are the tough ones; the fourth and final round pits you against four of them at once. Without an elemental weakness, you need a little more oomph to take them down. X's Hyper Mode should be stored up (since using it against Jentler is a bad idea), so open up with it! The combo of Power Charge, Shell Buster and his normal attack should be enough to activate the Final Strike on even a Hybrid at full health.

Once the fourth round is over, Axl saves the Hunters' with his shape-changing abilities. With Duboar destroyed, the factory is out of commission.

Mission accomplished!

2.6

THE MEANING OF FRIENDSHIP

BOSS: INCENTAS

NEW ENEMIES

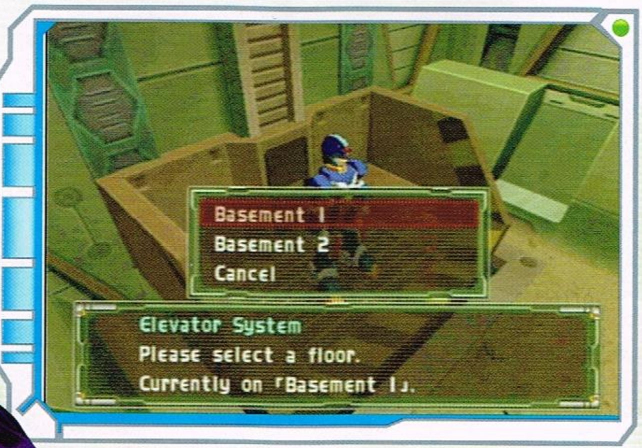
ENEMY	LE
➤ Batfighter	600
➤ Liquid Glob	1500
➤ Mettaur Counter	3200
➤ Mettaurcure	2800
➤ Plasma Glob	3000
➤ Rush Loader	2000
➤ Silver Mettaur	3300

Zero has issues. He leaves the party pretty much immediately, insulting all of X's new buddies. Paranoid? Another communication with Redips points the Resistance to a new Rebellion base, but Nana needs a few minutes to sort through the data. You can't use any of the base's functions while she's compiling, so step outside for a little conversation with Spider.

After your chat, return to Nana. She now has the data ready to start the next mission. Make your preparations (Deployment Center and weapon shopping), then hit the Gimialla Mine!

The mines are crawling with Mettaurs, so physical attacks are the best way deal with them. Axl's Mettaur Crash weapon does heavy damage to these foes, but really only when they're not tucked under their helmets, so its effectiveness can be limited. Have your Combat unit knock the Mettaur over and use Axl to follow up.

The figure vending machine in South Square has changed stock, switching over to a new series of figures. Don't worry if you haven't gotten all the old ones yet, though. There's a new vending machine in East Square, next to the Save Point, and it has all the old series figures you haven't collected yet.



Elevator System
Please select a floor.
Currently on 「Basement 1」.

Get the **Ultra Fire**, **Ultra Thunder**, and **Ultra Blizzard** items from the gems in the first large room, giving you an indication of what to look forward to. Make use of the Save Point, and continue east to the lift, taking it to "Basement 2".

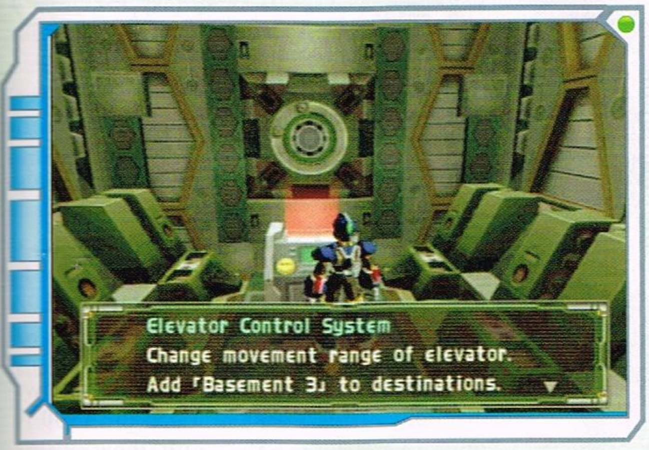
When going up against a Silver Mettaur, focus on destroying it, but also try hard to steal from it. You can steal the Ace of Diamonds Weapon for Spider from it, and there's also a slight chance that it drops the Beam Miracle Weapon for Marino when destroyed. It's weak against Thunder attacks, so shock him! These items also make good selling fodder if you manage to steal several.

Once in Level 2's main room, grab **1200 Zenny**, an **Anti-Lock** and the **DOA Protection Force Metal**, which reduces a character's vulnerability to instant-kill attacks. When you go south there are two **Figure Tokens** to be had as well. There are four doorways on this level, each one is a dead-end, but each one also has prizes.

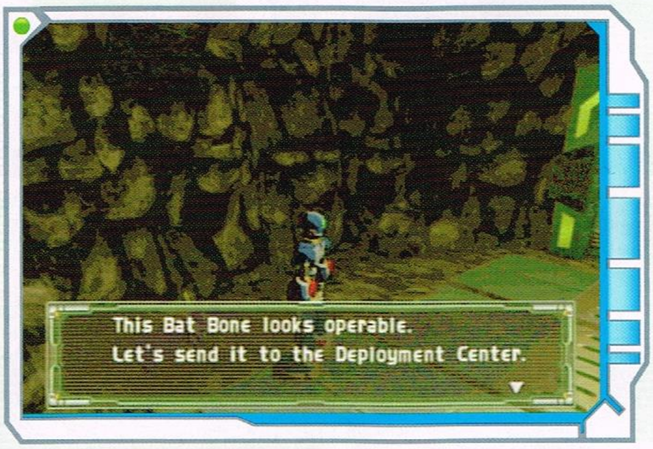
178
175
Marino LE 1540 WE
X LE 2022 WE
Axl LE 1617 WE
2
6
B1
B1

Go to L2 southwest first. The southern hall has a trio of Rush Loaders hiding inside a closet. Be careful when fighting them; if you destroy one of them and another gets in an attack, it will be enraged and perform a powerful suicide move against one member of your party. Spread out your attacks to weaken them evenly, so you can take them out quickly one, two, three, or all at once with a spread attack. Once they're down, X gets the **Booster Parts**, giving his dash the power to smash open rocks!

The rocks you just passed block off a **Mini Motor** that's sure to start up a deactivated Mechaniloid somewhere! Head to the Southeast Division, which has the **Ace of Spades** for Spider, and a **Figure Token** behind some boulders. Use the Save point in the northern section of the Main Hall, then hit the Northwest Division for three **Figure Tokens** and a **deactivated Bat Bone** for the Deployment Center.



Elevator Control System
Change movement range of elevator.
Add 「Basement 3」 to destinations.



This Bat Bone looks operable.
Let's send it to the Deployment Center.

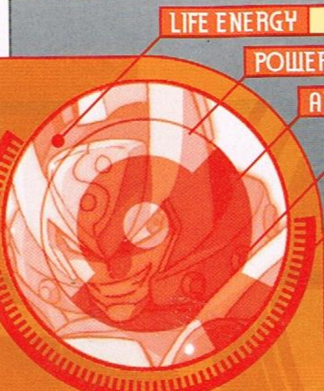
Smash the boulders at the north end of the Main Hall to reach a control panel that adds another floor to the elevator's destination lift. Then take on the Northeast Division for **800 FME**, a **Build LE**, **Tank Parts**, and a **deactivated Mega Mantor** that will run thanks to your Mini Battery!

Take the elevator down to Level 3, and grab the **Tank Energy 100** if you need it. Because on the other side of the door is an unpleasant reunion.

Now that you have enough active Mechaniloids for three search teams, consider using the Save Point to return to the base and check on your deployed units, and send more out.

BOSS ALERT

SHADOW



LIFE ENERGY	18000
POWER	112
ARMOR	62
SHIELD	73
SPEED	78

DAMAGE %

FIRE	WATER	THUNDER
100	100	100

588
Marino LE 540
X LE 1736
Axl LE 1214

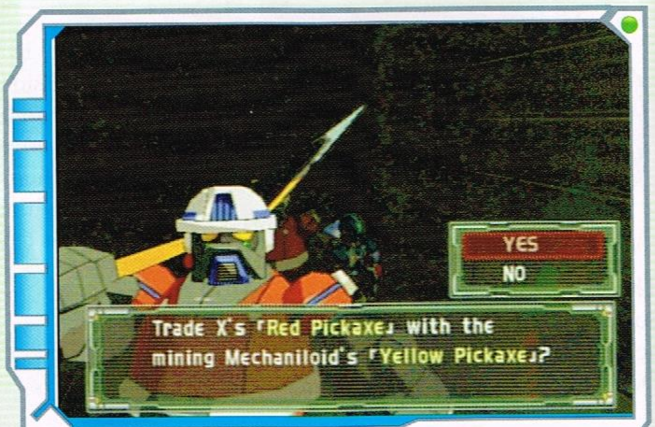
Powered by Supra-Force Metal, Shadow's more than ready to send his former comrade to the scrap heap. When he charges up his cannon, hit him *hard*, preferably with Hyper Modes, in order to knock him down and dissipate the charge before he can unleash it. Be careful though, as his Code Breaker move can do some real hefty damage.

I've got a big wad of payback just for you!

Once his HP has been depleted, another special guest appears; Zero is back! And now it's time for round two, with Zero put into the attacking lineup… though switching him out for the character he replaced is a good idea, since he's not very well-equipped right now. This time, Shadow has 28000 LE, but the strategy is the same as before; bash him good with Hyper Modes when he charges his Pulverizer Cannon. Try to steal from him, as he's got a Build Armor and Build Shield as well. Once he's down, you're up a **Figure Token** and the **Z Ichimonji** for Zero.

If you haven't already, use the Save Point to return to base and buy Element-based weapons for Zero. Since the level is heavy on the Globs, having two party members strong against two different Elements is a good plan. Fire and Ice should be the Element choices for weapons, since the Liquid Glob freezes when hit with an ice attack.

Head south and grab the two **Figure Tokens**, then talk to the mining Mechaniloid. Seems he's malfunctioning, but there's not much to be done right now. The door west won't open without the Gimialla Key, so return north. There's a Save Point up there, valuable indeed. Through the door to the north, a miner Reploid needs Electric Components to fix the elevator control panel, and hands you a **Red Pickaxe**. The Mechaniloid that owns that Pickaxe has the Components you need.

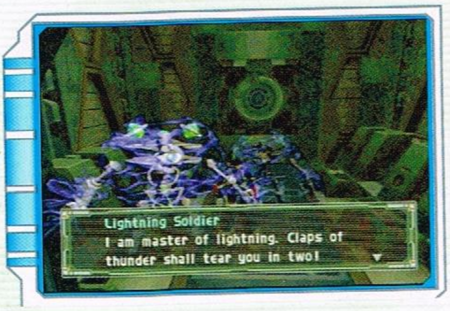


Trade X's 「Red Pickaxe」 with the mining Mechaniloid's 「Yellow Pickaxe」?

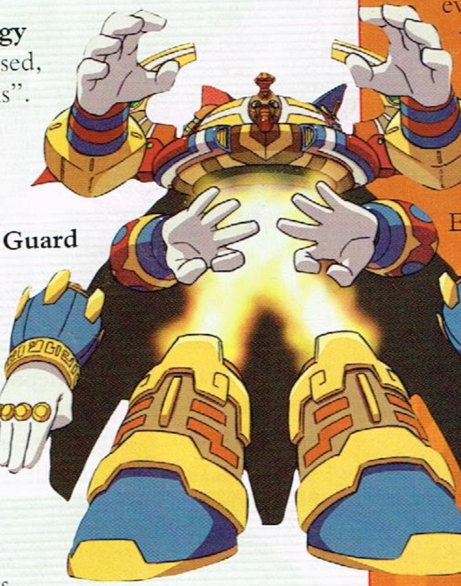
Seek out the red Mechaniloid in the Northwest Division, and trade the red Pickaxe for the **Yellow Pickaxe**. This also nets you the **Electric Components** you need, but the other Mechaniloids are also malfunctioning. You're a nice guy, so help them out! Grab the **Figure Token** behind the red Mechaniloid, then take the north door for the **Ace of Hearts**, and a **deactivated Degraver** for the Deployment Center.

Trade in your Yellow Pickaxe for the yellow Mechaniloid's **Blue Pickaxe**. Grab the **1300 Zenny** in the door to the south, then return to the Main Tunnel. Give the miner Reploid the Components to fix the elevator, and then return to the blue Mechaniloid in the southern Main Tunnel. Yep, he needs the Blue Pickaxe, and gives you the **Green Pickaxe** in exchange.

Finally, head to the Northeast Division and hand over the Green Pickaxe to the green miner. You now own a **White Pickaxe** and a **Trade Sheet**. Grab the **Force Missiles** in the room behind the Mechaniloid, then return to the miner Reploid. Now that you have the Trade Sheet, he knows what's been going wrong, and in exchange gives you the **Infinite Resist Force Metal**. Go for the elevator to Level 4.


Lightning Soldier
I am master of lightning. Claps of thunder shall tear you in two!

The main room of Level 4 has a load of goodies. A Save Point, **Build Power**, **Build Shield**, **Build Speed**, **Build WE**, and **Build Armor**. Head south for a **Gain Hyper** and **Tank Energy 100**. The southern door is closed, and the key is "three guardians". Let's go guardian hunting!



Take the western door first, which has a **Water Guard**, **Thunder Guard**, and a **Fire Guard** inside. Hop across the hall to the eastern door, and prepare to fight. Each of the three rooms has a Glob enemy inside, one for each Element. Open the door, then equip your party as needed to handle the Glob type ahead of you. Be careful though. The Plasma Glob guardian has a Fire Glob in its combat party, the Fire Glob guardian has a Liquid Glob, and of course the Liquid Glob guardian has a Plasma Glob. Make sure you've accounted for the second element.

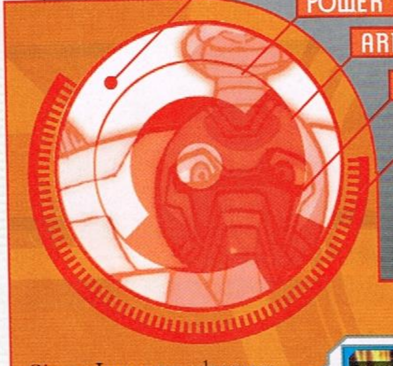
With the three guardians down, the door is opened. Return to the Save Point and save the game. The boss is just behind the door!

But the explosion from two 'roids ought to at least put a dent in it!

Are self-destruction measures standard issue? Incentas sets the base to blow, leaving the Hunters trapped... but Spider finds a way out, at the cost of his own life. He is our hero. Awwwwwwwww.

BOSS ALERT

INCENTAS



LIFE ENERGY	36000
POWER	180
ARMOR	70
SHIELD	70
SPEED	100

DAMAGE %

FIRE	WATER	THUNDER
VARIABLE	VARIABLE	VARIABLE

Ultra Thunder

Since Incentas changes his Elemental state every turn, his weaknesses change too. He takes double damage from the proper counter-Element attack, but timing can prove difficult. X and Zero can cover all three Elements by themselves; X's Hyper Mode takes care of Fire, then simply deck him out with the Ice or Thunder Buster, and have Zero equip the remaining Element Saber.

Don't forget to have X Cooldown from Hyper Mode when needed. Axl's DNA Change now has all three Elements covered with Jango (Thunder), Horn (Water) and Jentler (Fire), making him a good third character. Have him simply charge up his WE and use SubTanks when necessary while X and Zero whale on Incentas, using their Action Triggers when available. Give everyone a triple-dose of Element Guard Force Metals for extra measure. Really, this fight is a lot less daunting than it seems at first. Once Incentas has been snuffed out, the **Twin Ice** and **Twin Thunder** Sub-Weapons are yours along with his DNA for Axl.

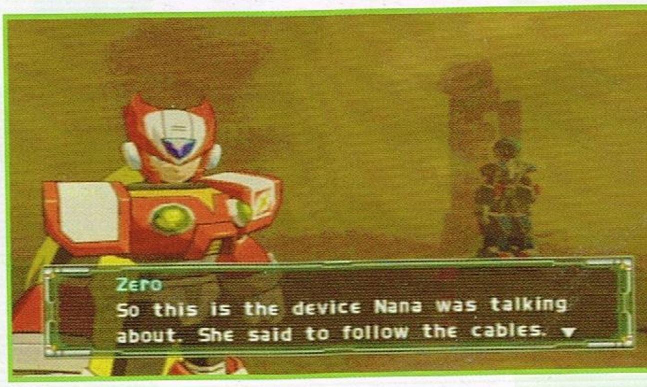
2.7

BLOCK TRANSMISSIONS!

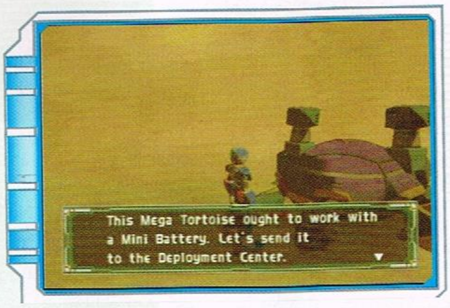
BOSS: BOTOS

NEW ENEMIES

ENEMY	LE
Bigbit	1200
D-Rex	8000
Gold Blader	1000
Gold Mettaur	4400
Mega Tortoise	6000
Meltdown	26000
Preon S Botos	4000
Preon S Ferham	4800
Triclaw Killer	5400
Wild Dog	2400


Zero
So this is the device Nana was talking about. She said to follow the cables.

Nana and Gaudile have tracked down a Rebellion jamming station, right in the middle of the Vanallia Desert. Visibility is next to nil, which can leave you lost easily. Thankfully, Nana sets you down by a jammer, your clue to finding the station. Check out the power cable by the jammer, and move in the direction it points to. Examine each one you come across to determine its power level; the closer to 100%, the closer you are to the base entrance.


This Mega Tortoise ought to work with a Mini Battery. Let's send it to the Deployment Center.

From the 20% jammer, look south. There's a broken-down Mechaniloid a little bit away that holds a **Figure Token**. Follow the cables until you find the 40% jammer, then head west. There's another busted Mechaniloid that way, this one carrying a **Mini Battery**. From there, keep going west, and you soon hit an invisible wall on the edge of the area. Slide along it northward to find a **deactivated Mega Tortoise** that needs the Mini Battery that you just found in order to work! One more Deployment Center Mechaniloid! From here, you can return to the teleporter by moving south against the wall. Do so to re-gain your bearings. Be sure to check out every transmitter you see.

MELTDOWN!

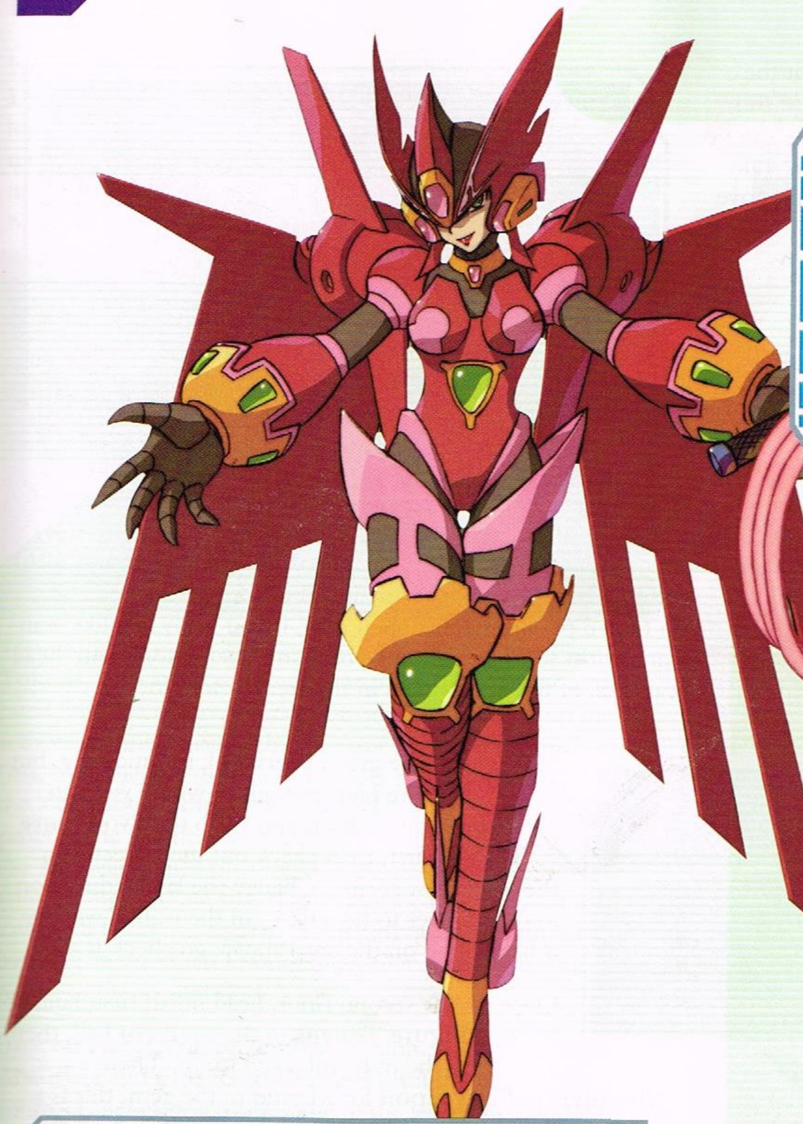
Watch out for Meltdown! This massive Mechaniloid sits there and soaks up abuse, but is on an internal timer. Once that timer's down, Meltdown melts down, doing 9999 damage to your entire party. Turn on the Hyper Modes and pound him fast!

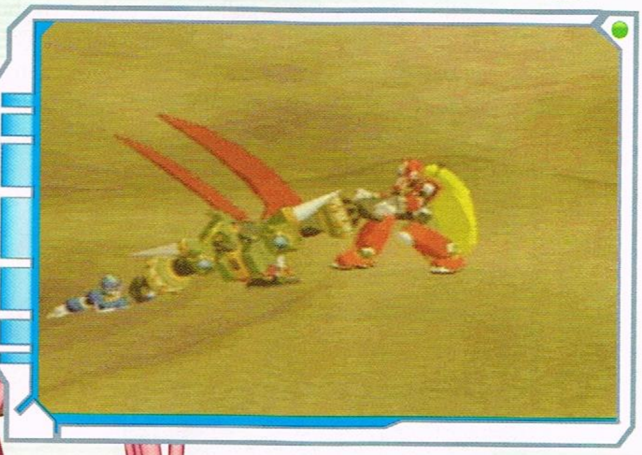
Two rounds left!
Marino
X
Zero

Head due east from the teleporter, and stick close to the invisible wall. By a 15% jammer is another Mechaniloid with a **Figure Token**. Keep going east until you hit the eastern edge of the area, then move north along the barrier. The base entrance is in the far northeast corner of the area, visible through the sandstorm by a bright light. When you reach it, do *not* examine it. Instead, follow the invisible wall, this time to the west. Another broken Mechaniloid holds the **Doubletooth Weapon** for Zero, which should be equipped right away. Return to the teleporter via the walls, and return to base to restore your power if needed.

Obtained
Special Item
『Figure Token』

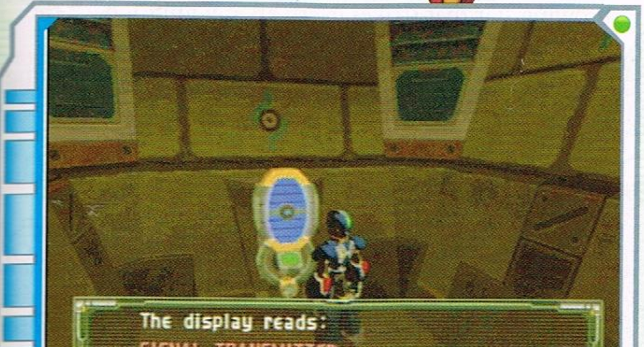
Follow the power cables once again to the 40% jammer, then move northeast to find another Mechaniloid, which has one last **Figure Token** on it. From there, look around for the base's entrance light, and head for it. But once again, *don't* examine it. From the entrance, head southwest a bit to find a jammer at 55%. At that point, follow the cables southeast. There's one more Mechaniloid, this one is carrying **Tank Parts**. *Now* return to the entrance and examine it.





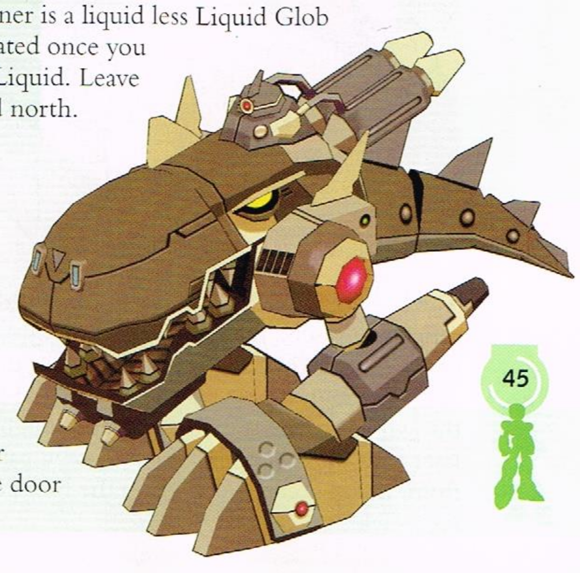
Unfortunately, the door won't open. There's another jammer right by it at 100%. Follow the power cable's direction, and soon X and Zero are reunited with one of the Rebellion's Triumvirate; the whip-wielding Ferham. She loves to use this weapon, especially when her playmates are sliding into quicksand.

The party awakens deep underneath the desert, inside the South Side of the Rebellion Base. Right next to a Save Point too, how convenient! Make use of the save, and take the western door. Grab the **Tank Energy 50** in the hallway, and head north to grab a **Vaccine Program**. Further down that hallway is a big shiny red button that should of course be pressed at the first opportunity.



The display reads:
SIGNAL TRANSMITTED.

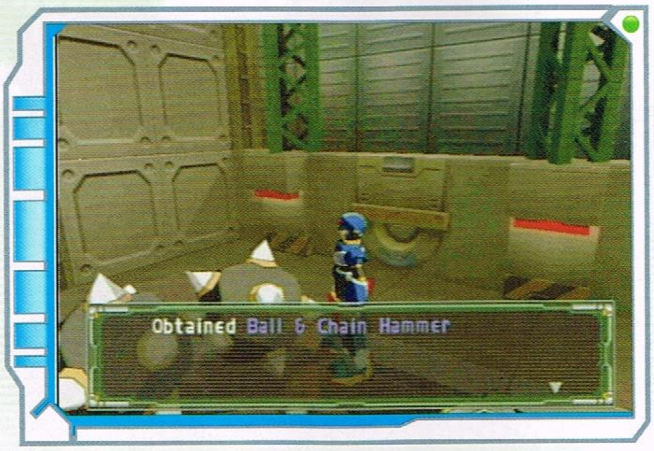
Backtrack and head west through the door. There's another door to the west, but a laser beam blocks it. The blue switch that unlocks this door is just around the corner. Hit the button and return to claim a **Build Shield**, **Build Speed**, **Build Armor**, and **Build Power**. In the corner is a liquid less Liquid Glob that can be reactivated once you have some Cyber Liquid. Leave the room and head north.



There's a **Cooler** just past the door. Turn to the south to find the second red candy-like button. After pressing this button it leaves only one left to open that door, wherever it is. The alcoves to the northwest each have a button, one yellow, and one red. Press them both, then take the door to the North Side.

The door to the west is still blocked by a yellow beam, so you have to come back later. Grab the **Cure All** along the hallway to the east, then take the turn south for a **Build Hyper**, and the second yellow button. There's only **800 FME** behind the door though, so skip it if you're in a hurry, and head to the eastern portion.

There's **3800 Zenny** in a small room to the east, but the real prize there is the **Ball & Chain Hammer**. With this, the deactivated Einhammer back in the Ulfat Factory can be made operable and sent to your Deployment Center. Take the twisty path south to reach an elevator room with a Save Point. Save and head to Floor 1F.


Obtained Ball & Chain Hammer

The Central Passageway is a large series of corridors, interlinked with the Laser Array Control Room. Start by going south, grabbing the **Gain Hyper** and **Tank Energy 100**. Step through the doorway to a small hall that leads to the surface entrance that wouldn't open previously. It's open now, if you really feel like wandering through the sandstorm some more. Once back in the elevator room, head west, then north because all of the other doors in the area are locked.

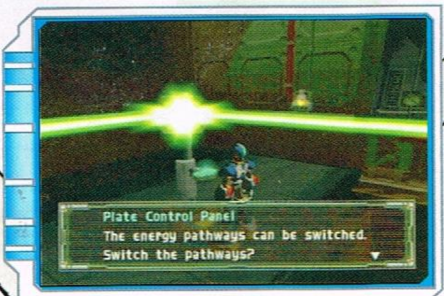
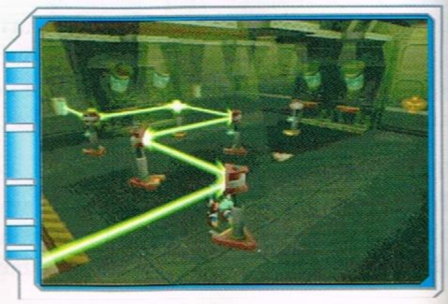


Plate Control Panel
The energy pathways can be switched.
Switch the pathways?

The green lasers look intimidating, but they're high enough to where you can slip right under them. Grab the two **Figure Tokens** first, then check out the reflector in the southwest corner. Change the laser's direction to send power to the circuit in the wall. *Something* is happening on the level above, go check it out!

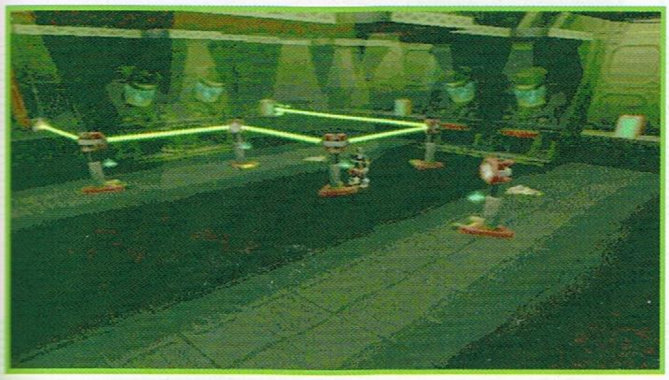
Once on the second floor, head north first, collect the two **Figure Tokens** in the northern hall, then go west to the only unlocked room. There's a **Thunder Stella Weapon** for Marino in the gem, this is a throwing star that strikes every enemy unit. Check the panel to the west, and flip the switch to turn off the jammer. There's also the sound of doors unlocking. Exit the room through the southern door, grabbing the **Figure Token** in the hall before returning to the elevator and Floor 1.

Check your map as soon as you are back on Floor 1; all the doors are now unlocked. Of course, check out every room. The southwest room has a **Tank Energy 50** plus a **deactivated Pararoid** for your Deployment Center. It won't run without a Mini Motor, but thankfully you've got one of those!



The laser array in the southwest room is like before; you need to arrange the reflectors to send the beam of energy into the receiver in the northeast corner of the room, which unlocks the door to the room directly above. Be very careful though… if the laser hits the gold Rebellion symbol on the wall, you're thrown into a fight! Before you go though, re-arrange the reflectors so the laser ends up striking the second green panel on the same wall as it comes from. If you don't, the items in the room directly above will be shielded by force fields!

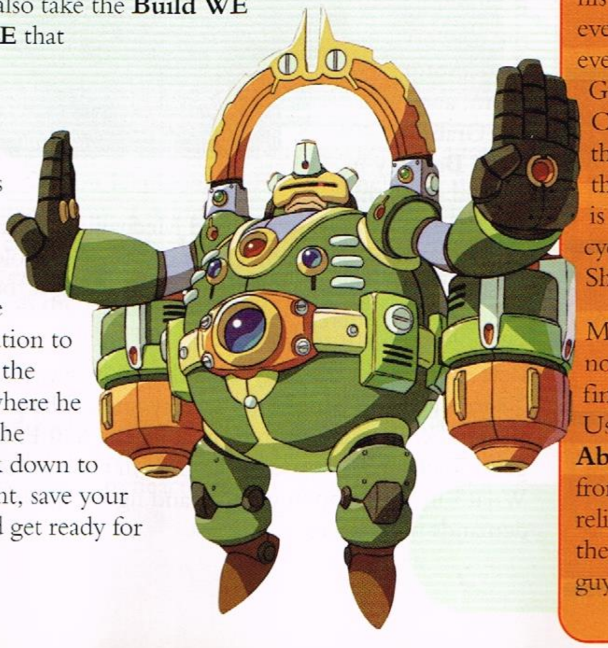
Now head to the southeast room, which has the **Cyber Liquid** you need for the deactivated Liquid Glob down one level, but finish you business on this floor before backtracking. Just switch the reflector in the southwest corner to unlock the room above. Once the lock has power, change the beam's path to strike the northwest green panel.



The northeast room is last on the list. Grab the two **Figure Tokens**, then study the laser pattern. It's a lot more complicated than the others. Work your way backwards from the activation panel; change the reflector in the northwest corner first, then the one in the dead center, sending the beam into the lock panel. From there, shift the beam so it first hits the panel in the southeast corner of the room, and then again to the northeast panel, opening up both items above. Now that your business on the first floor is finished, return to the elevator and backtrack to grab the **deactivated Liquid Glob** back in the basement's South Side. Once you have your Glob, return to the second floor.

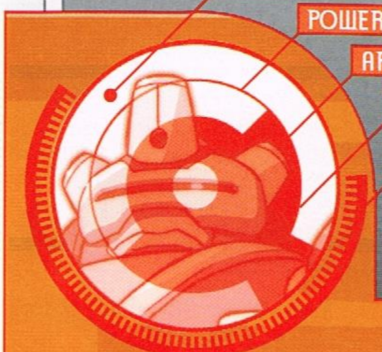
Back on Floor 2, hit the southwest room. Get the **Combat Absorber** and **Fire Resist Force Metal** there, then use the control panel to deactivate some of the jammer equipment. Go to the southeast room, grabbing the **Figure Token** on the way. Take the **Shot Absorber**, then hit the jammer panel. And finally, the northeast room's panel awaits deactivation. You should also take the **Build WE** and **Build LE** that reside here.

Once the jamming equipment is shut down, Botos does you a favor and adds one more destination to the elevator, the third floor where he waits. Take the elevator back down to the Save Point, save your progress, and get ready for a fight!



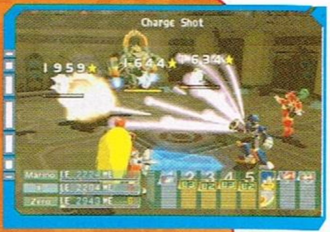
BOSS ALERT

BOTOS

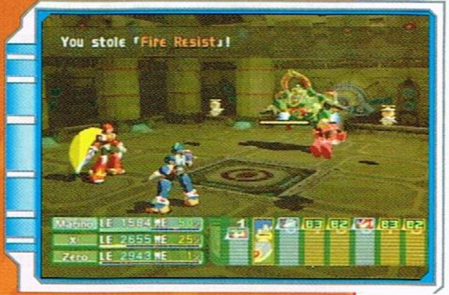


LIFE ENERGY	40000
POWER	122
ARMOR	70
SHIELD	65
SPEED	80

DAMAGE %		
FIRE	WATER	THUNDER
50	150	100



Botos' first move is to summon a pair of 2000-LE Q-Bits to the fight. Since they like using Mega Fire attacks, make sure your party members have Fire Guards installed. Like fighting Dr. Psyche, getting rid of the secondary enemies here is the key, especially since the Q-Bits are incredibly fast. With them down, Botos is forced to waste his turn summoning more. However, he's got decent speed, which means he's more likely to get his turn in while Q-Bits are still on the field. A failed entertainer, Botos uses his voice as a weapon, often striking all your teammates at once with Sonic Booms or Laser Shows.



You stole 「Fire Resist」!

Take advantage of his water weakness, loading up X and Zero with Ice-based weapons. If you have the Generator Sub-Weapon, give it to X so his Charge Shot is ready even faster, and use it at every opportunity. A Gain WE +5 Force Metal is also a good addition. The Charge Shot at this level does enough damage to initiate the Final Strike against both Q-Bits if it doesn't destroy them outright, which restores some of X's WE… which is then funneled into the next Charge Shot, a perfect cycle. This way, X can let loose an 80% or more Charge Shot every turn.

Marino's completes the trio pretty well. Thunder Stella is not a bad choice of Weapon for her, since it hits all targets, finishing off the Q-Bits if the Charge Shot doesn't do it. Use her "I'll Take That!" Action Trigger to steal a **Super Absorber** and a **Resist Fire**. Don't bother trying to steal from the Q-Bits, they have nothing. Once Marino's relieved Botos of his stuff, have her focus on pummeling the big boy and making good use of SubTanks. Give this guy the gong, and you gain the **Twin Fire** and **Fire Stella**.

2.8

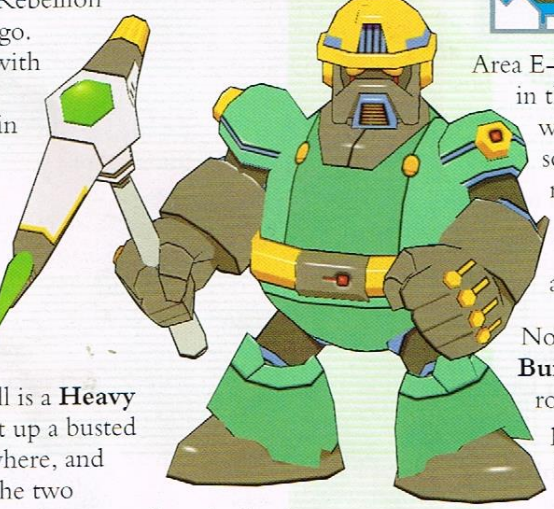
THE ULTIMATE WEAPON

BOSS: FERHAM

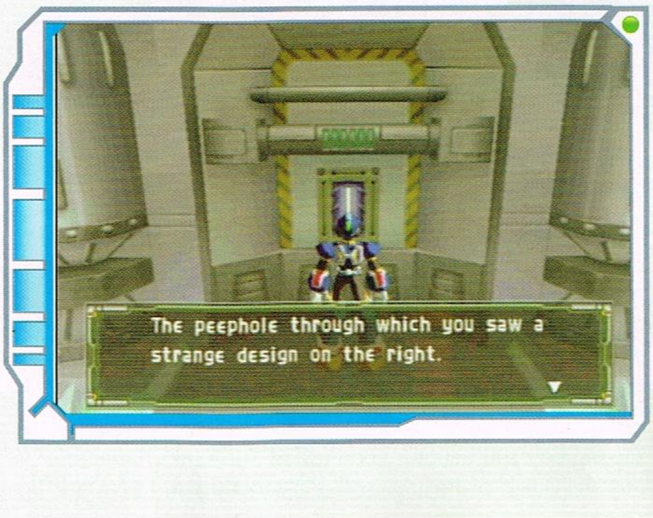
NEW ENEMIES

ENEMY	LE	ENEMY	LE
Bladey	1600	Preon Gunner V2	4000
Degraver	2000	Preon Pressure	5000
Giftbox	700	Wolfloid	3600
Gun Bit	3200	Zwei Hammer	8000
Preon Doc	4000		

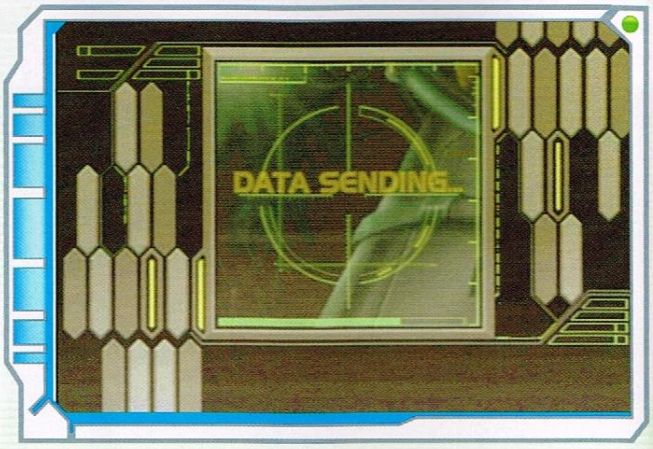
Botos is a lousy actor, and the Supra-Force Metal he "gave up" could very well lead to a trap. But, the Melda Ore Mine is the only lead the Rebellion has now, so off you go. This snowy region with several Water-based opponents, so pack in some Thunder weapons before you explore too far.



The Ore Plant External Tank has some nice items within it. Along the north wall is a **Heavy Motor** that can start up a busted Mechaniloid somewhere, and **Tank Parts**. Grab the two **Figure Tokens** along the east wall, and take the doorway east. Once inside, grab the **Ultra Thunder** from the gem. The eastern door is locked, and won't open without the Melda Key… which you can't get until you complete the area and send Mechaniloids in from the Deployment Center. There isn't a whole lot to do here except take the elevator.



The peephole through which you saw a strange design on the right.



DATA SENDING...

Area E-B02 is fairly simple. Zero and X spy something odd in the peephole in the center of the room, and Gaudile wants shots from a few more angles. Take the southern fork first, making sure to snag the **Build LE** right next to the door in the northeast corner of the room. Head to the next room, grab the **Figure Token**, and check out the peephole there to send another image to Gaudile.

Now head back and take the north fork and pick up the **Build LE** in the corner. There's an elevator in the final room, but don't take it until you've checked out the peephole along the southern wall. That's a pretty big… *something*.

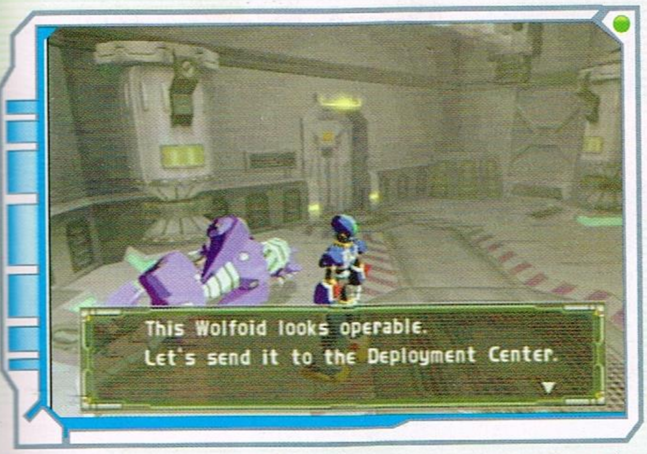
COMPLETE

If I only had a clearer look at it! Please go around to the left and take another shot!

The elevator leads down to Area E-B03, which has the same layout as E-B02. Check the peephole in the elevator room, and head on. Grab the **Mini Battery** in the red gem, this can be used to activate a busted Mechaniloid somewhere. Enter the fork-room, and check out the peephole on the western wall. Gaudile's closer to identifying it, but he needs a shot from the left.

Before you head that way, take the door to the east. There's a **Build Shield** at the very end of the passageway. Backtrack, then go south to pick up the **800 FME** in the gem. Take a peek through the hole in the northern wall. What's inside is looking uglier and uglier, and Gaudile demands more shots.

Once you've taken the elevator to Area E-B04, check the peephole to the north for another shot, then head to the central room. There is a **Tank Energy 50** here and another peephole are waiting for you. Gaudile only needs one more shot from the right, so you know where to go. Head north!



This Wolfoid looks operable.
Let's send it to the Deployment Center.

There's a **deactivated Wolfloid** in the passageway, another new member for you Deployment Force. When you step into the western room, Gaudile finally realizes just what's going on… a Supra-Force Metal missile that will create millions of Mavericks! Once Gaudile's made this horrifying discovery, grab the **Figure Token** in the room, then check out the control panel. This unlocks the doorway to the east, so head there now. There's nowhere to go but down.

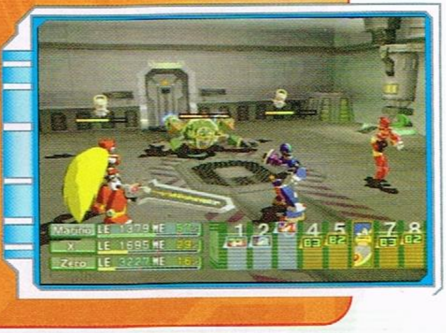
Finally, a Save Point. Take this opportunity to save, as a familiar fat face is just around the corner, and he's got one of the keys you need to deactivate the Supra-Force Metal warhead.

BOSS ALERT

BOTOS

LIFE ENERGY	3
POWER	66
ARMOR	44
SHIELD	47
SPEED	32

DAMAGE %		
FIRE	WATER	THUNDER
50	150	100

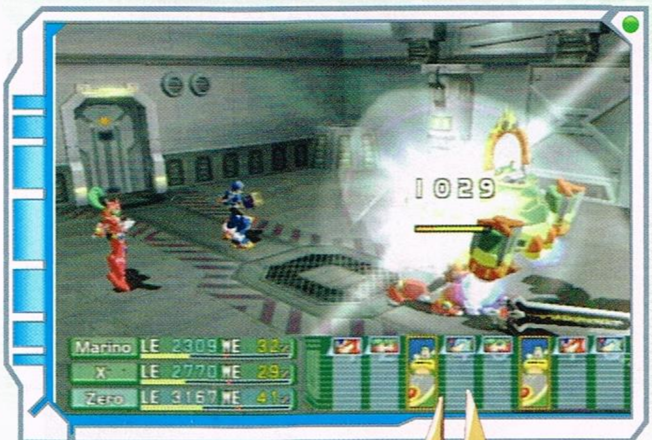


Wait, wait, wait, *whoah now*. One hit? One lousy hit? That's all it takes?

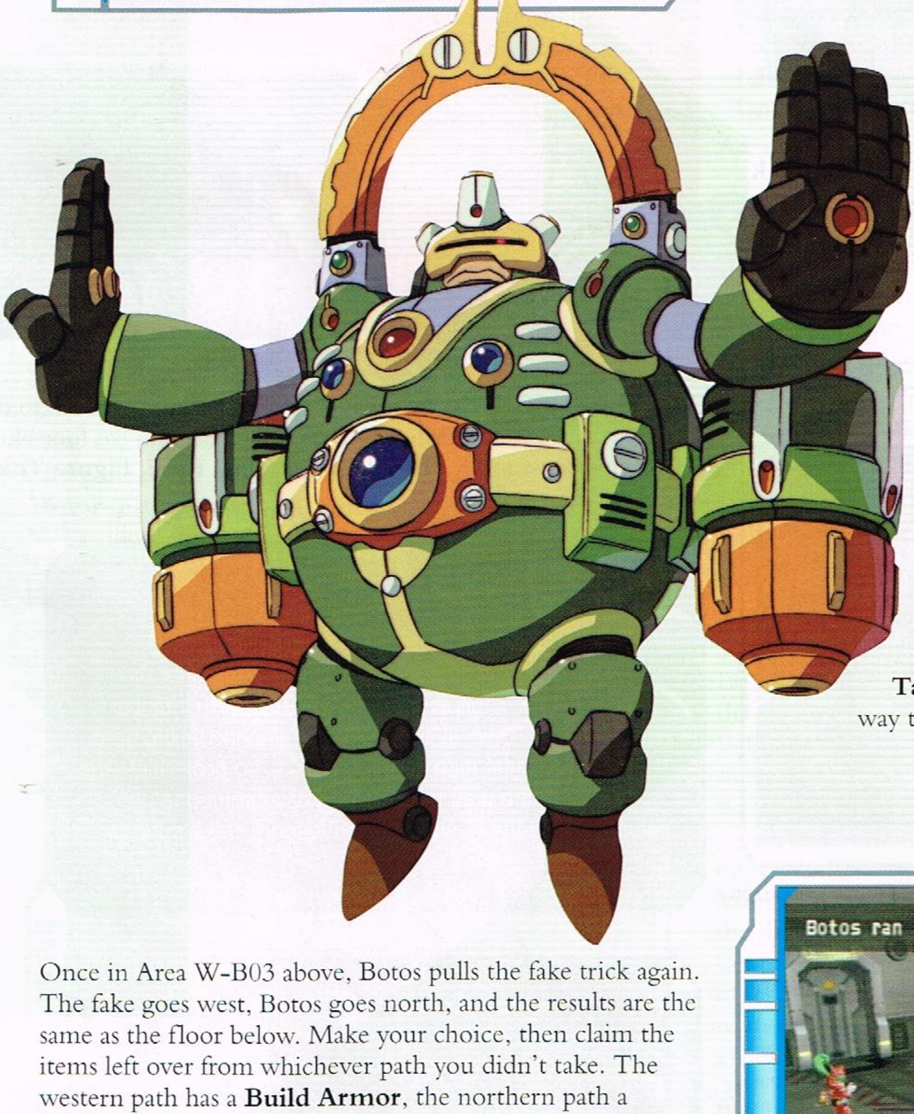
Botos books it; he's clearly playing with you. Nothing more to do but give chase. The Missile Silo Base Lower Section has four blue item gems, containing a **Build Hyper**, **1000 FME**, **Figure Token**, and **3000 Zenny**.

Bladeys!

Bladeys can be quite annoying. They're incredibly fast, and their Air Slicer move hits all the party members at once. They're also incredibly hard to hit with Combat attacks, so projectiles are the way to go. If you have someone equipped with the Hawkeye Sub-Weapon, make sure to use it to ensure a hit.



Keep going west to get a **Build Speed**, and head to the elevator upwards. Once you are on the other side of floor B04, there's a Save Point waiting for you. Save and move east, where Botos is waiting again. This time, he creates a decoy, and each Botos heads for an opposite room. The Decoy's the one that took the northern room.

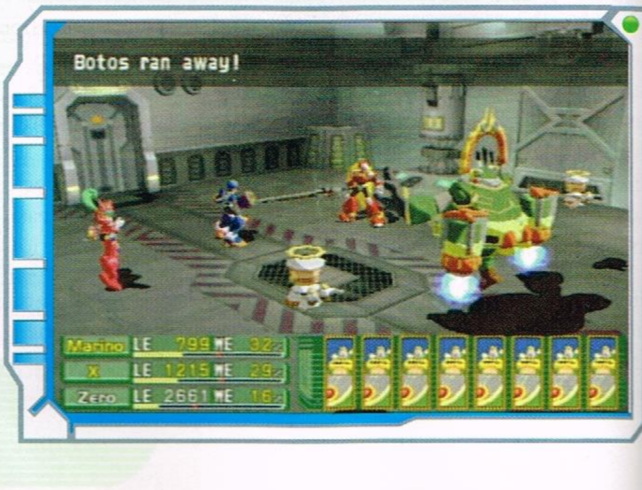


You now have a choice to make. If you follow the fake Botos north, you have a fight ahead. It's not a tough fight at all because the decoy only has 12000 LE, and can only summon a Bigbit for support. It does automatically drop a **Bait Sub-Weapon** when destroyed, but you can get that from other enemies. If you go south first, you go up against the real deal. The fight looks bad at first, with uninterrupted Botos attacks… but then *he runs away*, leaving a pair of Q-Bits for you to deal with.

Once you've gone after your Botos of choice, stick around the floor to claim the treasures on the opposite side. The northern fork has a **Figure Token** in the final room, while the southern path has a **Tank Energy 50** and a **Build Power** on the way to the elevator.

Once in Area W-B03 above, Botos pulls the fake trick again. The fake goes west, Botos goes north, and the results are the same as the floor below. Make your choice, then claim the items left over from whichever path you didn't take. The western path has a **Build Armor**, the northern path a **Cryogenic** and **2000 Zenny**, and there is a Save Point just before the elevator up.

In central Area W-B02, Botos runs behind a door. Grab the **Gain Hyper** and **Tank Energy 100**, and get ready for a fight. Take the eastern door, where the entendre-slinging Ferham awaits.


Botos ran away!

BOSS ALERT

FERHAM

LIFE ENERGY	50000
POWER	140
ARMOR	84
SHIELD	74
SPEED	116

DAMAGE %

FIRE	WATER	THUNDER
100	50	150

1210★
Marino LE 1737 ME
X LE 2007 ME
Zero LE 2008 ME
1 2 3 5 6 8

Ferham's greatest assets are her speed and the fact that she can fly. Because she's airborne, physical attacks have a very high chance of missing her unless you equip your melee fighters with Hawkeye Sub-Weapons. Her Crimson Shade ups her dodge percentage, but a solid strike can dissipate it, forcing her to waste a turn restoring the Shade. She uses Blizzard attacks often, so have some Water-protection Force Metal installed in everyone.

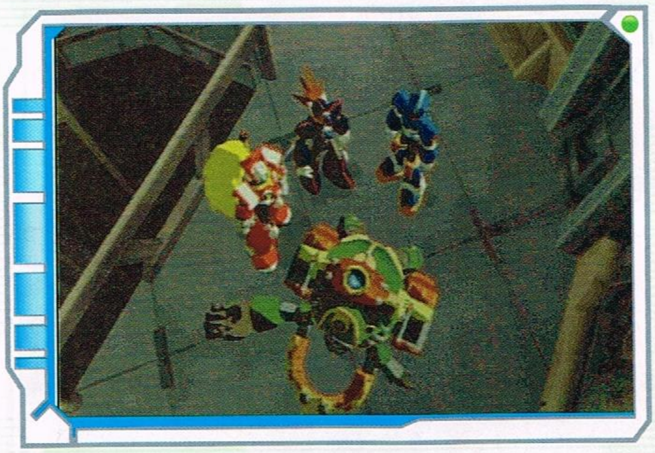
User: All
Recover 50% of LE MAX

Marino LE 2605/ 3463
X LE 838/ 2876
Zero LE 1199/ 3227
1 2 3 4 5 6 7 8

Use Ferham's Thunder weakness against her by loading down your party with Thunder-Element weapons. She screams pretty loudly when thwacked with them. Once again, Marino proves to be a valuable backup to X and Zero, thanks to the Thunder Stella and her "I'll Take That!" Action Trigger. Be sure to steal from Ferham, as she carries a valuable **Build Hyper**, giving your character of choice one more round of Hyper Power. Once she's loot less, switch to Marino's Quicksilver mode and have her use a steady string of Thunder-type missile attacks and the Thunder Stella. Keep feeding her Gain Hypers, and Marino will have a near-uninterrupted string of attacks! Once she's down, Ferham gives up the **Ice Stella** and **Heat Haze**.

Only after Ferham falls to the depths of the silo do the Hunters remember that she has one of the warhead keys, so it's time to trek all the way back down to the base of the silo. If you're in a hurry, the Exodus Force Metal can really speed things up. Be sure to save on the way!

Once back at the base of the silo, find Ferham's body. She doesn't have the key anymore because good old Botos ripped it from her body. Time to go *back* up to Area W-B02. Once you're there, take the door to the south to claim a **Figure Token**. Take the western door and the elevator inside, and continue forward to find that Botos is no longer.



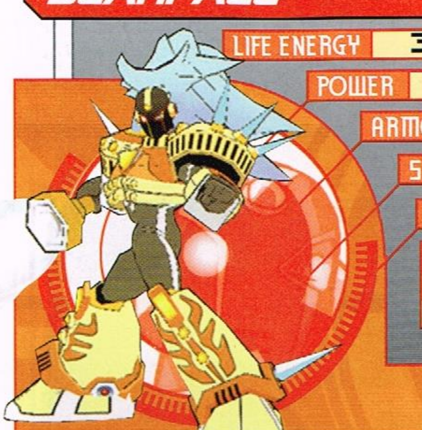
Once you return to base, use the Arcade Teleporter to return to this point. Pick up the **Gatling Buster II** for X, and continue east into a small room containing a valuable **Generator Sub-Weapon**!

WHEN GIANTS DUEL

BOSS: SCARFACE AND EPSILON

BOSS ALERT

SCARFACE



LIFE ENERGY	37500
POWER	142
ARMOR	80
SHIELD	85
SPEED	70

DAMAGE %		
FIRE	WATER	THUNDER
150	100	ABSORB

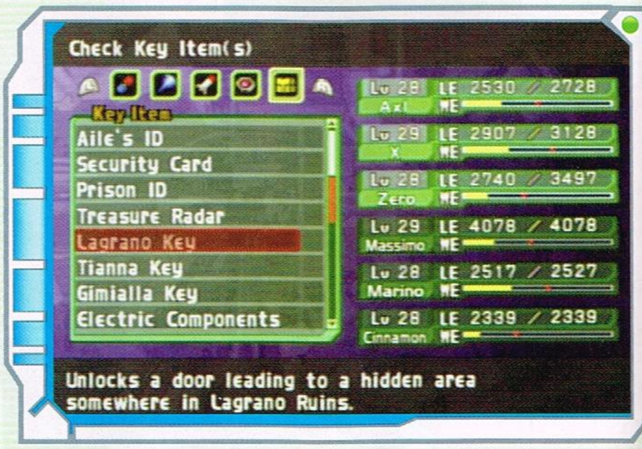
Scarface plays a power game, and has a trick similar to the Mettaur Counters'; if you hit him with a Combat (melee) or Shot (projectile) attack, he defends against that same type of attack for your next character's turn, plus he has a higher chance of using a Counter against you. Alternate between Combat and Shot attacks every turn, otherwise your attacks will do minimal damage regardless of their Element. X and Marino can cover both forms of attack, while Zero handles the heavy melee attacks, all three with Element-based weapons. Scarface can also heal himself with the Electro Breaker move by sapping energy from all your party members, prolonging the fight.

Botos couldn't take Water, Ferham was weak to Thunder, so it stands that Scarface takes extra damage from Fire. If you haven't changed your weapons since your fight with Ferham, you're up the creek, since Thunder attacks *heal* him. Naturally, your party members should have Thunder Guards equipped as well because his special moves are all high-powered Thunder attacks. Thankfully, X's Hyper Mode is Fire-based, giving him extra oomph in either attack style… just be sure to Cooldown if needed. Again, be sure to steal from him because he has a **Thunder Resist Force Metal**, which is quite handy later on. Once he's down, he gives up a **Tank Energy Infinite** recharge and the **Shock Lance Beta**.

NEW ENEMIES

ENEMY	LE
➢ Preon S Epsilon	5400
➢ Preon S Face	6000

Looks like the Rebellion is going on the offensive, attacking Central Tower! Until you take care of this little problem, you can't make use of any of the Base's operations. Change your weapons to Fire-based attacks and equip items that give your party a defense against Thunder, then get on the Air Bus to South Square. Scarface, Epsilon's second in command, is waiting for you.



Check Key Item(s)

Key Item

- Aile's ID
- Security Card
- Prison ID
- Treasure Radar
- Lagrano Key
- Tianna Key
- Gimialla Key
- Electric Components

Lv 28	Axl	LE 2530 / 2728
Lv 29	X	LE 2907 / 3128
Lv 28	Zero	LE 2740 / 3497
Lv 29	Massimo	LE 4078 / 4078
Lv 28	Marino	LE 2517 / 2527
Lv 28	Cinnamon	LE 2339 / 2339

Unlocks a door leading to a hidden area somewhere in Lagrano Ruins.

Once Scarface makes his retreat, you're free to go shopping in the Arcade again. Be sure to get the Preon Killer weapon for Axl, it's a valuable weapon to have. Return to Nana when you're ready. She's been tracking Scarface's movements, and believes that he is now at the Glacier, a Reploid test-field that might be the Rebellion headquarters. The Base functions are open to you again, so check your Deployment Center activities, and your equipment. The final trials are coming up ahead, and you're going to need all of your resources.

On that note, by this point, diligent use of the Deployment Center should have given you several keys; the Lagrano Key, Tianna Key, Gimialla Key, and soon the Melda Key. Each one opens up a new section in these levels, and leads your team to new items. These prizes can be valuable additions to your arsenal, and make the fights ahead easier.

These extra areas are entirely optional, and are not required to complete the game. But you want a complete set of everything, right?

When we get back to the base, let's call Nana to the Deployment Center. This'll surely lift her spirits.

The Lagrano Key opens the door Area 4F East of the Lagrano Ruins. The stairway it leads to has **Tank Parts**, two **Figure Tokens**, and a **deactivated Deerball** for your Deployment Center. Continue to the room above, and say hi to three girls you haven't seen in while. Saffron, Cumin, and Jasmine have new shops with new items! Cumin's weapons shop in particular has some valuable (and expensive) goods.

JASMINE'S SECRET FORCE METAL SHOP

FORCE METAL	COST
➢ Asasssin Mind	700Z
➢ Eagle Eye	280Z
➢ Light as a Feather	800Z
➢ Neutralizer -10	900Z
➢ Neutralizer -20	2700Z
➢ Neutralizer -30	8100Z

CUMIN'S SECRET WEAPON SHOP

WEAPON	COST
➢ Turbo Buster	100000Z
➢ Soul Saber	10000Z
➢ Interceptor	32000Z
➢ Vengeful Needles	70000Z
➢ Kitty Gloves	50000Z
➢ Auto Bullets	75000Z
➢ Get Zenny +	7000Z
➢ Get EXP +	7000Z
➢ Get FME +	7000Z
➢ Energy Field	4000Z
➢ Super Absorber	6000Z
➢ Vitality Missiles	10000Z

SAFFRON'S SECRET ITEM SHOP

ITEM	COST
➢ Ultra Fire	600Z
➢ Ultra Blizzard	600Z
➢ Ultra Thunder	600Z
➢ Boost Power	200Z
➢ Boost Armor	200Z
➢ Boost Shield	200Z
➢ Boost Speed	200Z
➢ Hacking	100Z
➢ Backup	5000Z

The Gimialla Key opens up the locked door on Level 3 of the Gimialla Mine. There are two **Figure Tokens** here, but a large **deactivated Gold Blader** is blocking the path. Unless you have a Heavy Motor item, there's nothing to be done… but wait! You *do* have one! Once it's back at the Deployment Center, grab the **Tank Parts** in the room behind it and head for home.

The Melda Key opens the door in Melda's B1 Entrance Hall. There are three **Figure Tokens** in the room immediately past the door, get them and take the elevator up. There's a **deactivated Meltdown** there, grab it. Be ready when you head to the next room with a defense against Fire and an offense based around Water; there's another Reploid here guarding a valuable prize!

This Meltdown looks operable.
Let's send it to the Deployment Center.

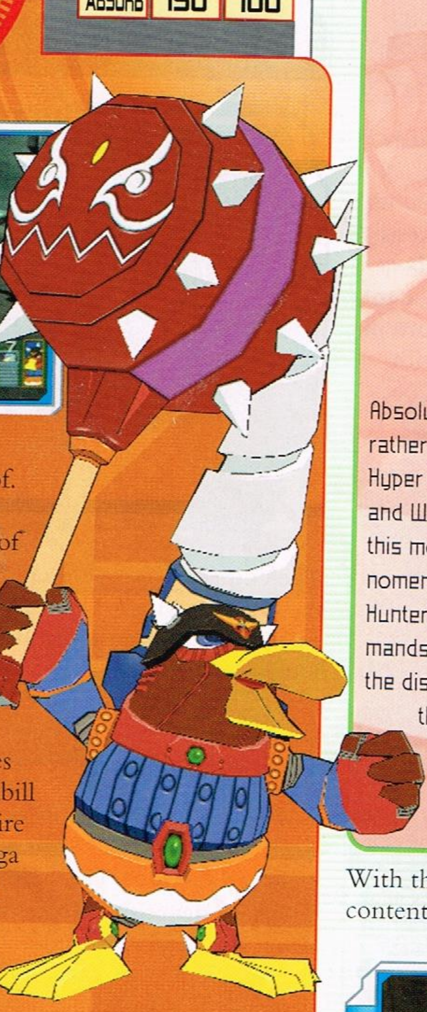
BOSS ALERT

DUCKBILL MOLE

LIFE ENERGY	58000
POWER	155
ARMOR	65
SHIELD	75
SPEED	80

DAMAGE %

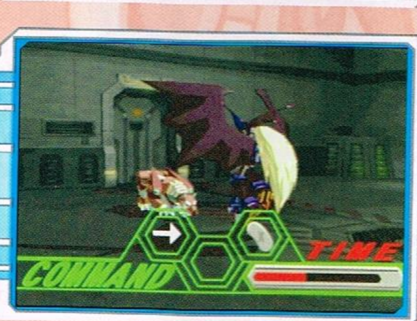
FIRE	WATER	THUNDER
ABSORB	150	100



Sadly, there's actually two Duckbill Moles to take care of. They use mostly Fire based attacks, so be sure to load up of Fire Reverses, Resists, and Guards, but remember that you can't go lower than 25% damage without a Reverse. The Kamikaze Drill attack does both nasty damage and reduces your characters' Armor. Duckbill Mole also likes to use Mega Fire to heal. The self-inflicted Mega Fire also charges them up and enables more deadly moves.

Naturally, cold attacks are the way to go. Duckbill Mole doesn't like cold, and being hit with one of these attacks knocks him out of his fired-up mode. This causes it to heal with a Mega Fire rather than attack. Equip Generators and Power Charge Sub-Weapons in your active members. Also, avoid using X's Action Trigger attack (you want to nail both Moles with Water attacks rapidly to prevent them from releasing their charged-up Fire energy), since it only slows you down. Zero's Hyper Mode/Action Trigger combo, however, is recommended for taking them out. You can steal a **Fire Resist** from each one, so be sure to do so. Once you're buried the Moles, they cough up two **Figure Tokens** and two **Power Charges**.

ABSOLUTE ZERO



Absolute Zero is a second (and much more devastating and rather Bass-like) Hyper Mode for Zero. As befitting its name, this Hyper Mode's attacks are all Water/ice based. Zero's LE, Speed and WE Gain each get a 50% boost, and his Power is doubled in this mode. His Sub-Weapons become close-range strikes of phenomenal power. Like the Ultimate Armor, Absolute Zero gives the Hunter a new Action Trigger, the Calamitous Arts. The input commands are simple; just hit the correct direction/button pairing as the display shows them. The more you get within the time limit, the more attacks Zero uses. In this mode, Zero can do damage in the tens of thousands, making him a prime choice against the upcoming bosses!

With the Duckbill Moles gone, you're now free to claim the contents of the red gem; **Absolute Zero**!

Eek! Just who are you?! You caught a glance of my secret lesson, didn't you?!

Finally, the Tianna Key is used on the locked door within the POW camp's Maze Area 1. Take the northern fork first, to claim more **Tank Parts** as well as a **deactivated Radar Killer**. The southern path has some incredibly valuable items inside… but they're guarded by a *very* powerful Reploid who's quite miffed that you've interrupted her practice. Prepare to face the wrath of Super Idol Raffelsian, the reason why you should take this area last!

BOSS ALERT

RAFFLESIAN

LIFE ENERGY	31500
POWER	115
ARMOR	75
SHIELD	65
SPEED	70

DAMAGE %

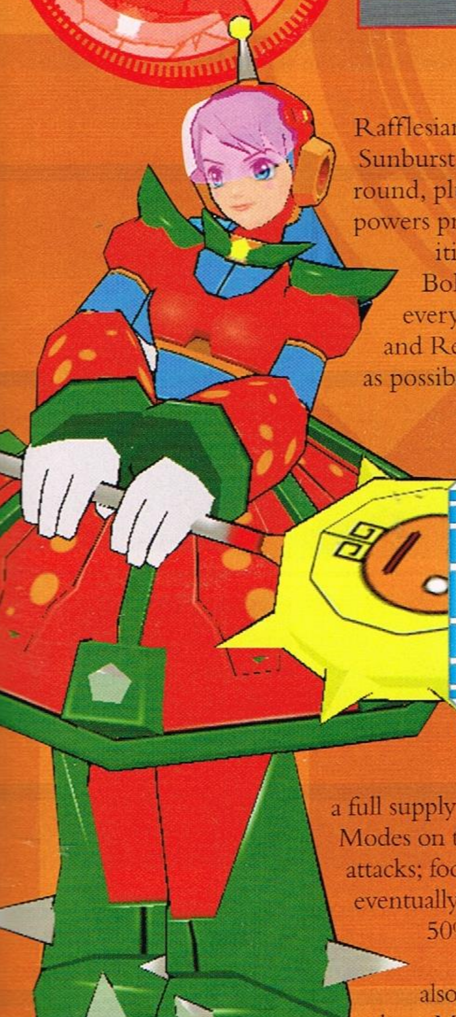
FIRE	WATER	THUNDER
100	100	100

BELLADONNAS

LIFE ENERGY	20500
POWER	145
ARMOR	60
SHIELD	60
SPEED	110

DAMAGE %

FIRE	WATER	THUNDER
100	100	100



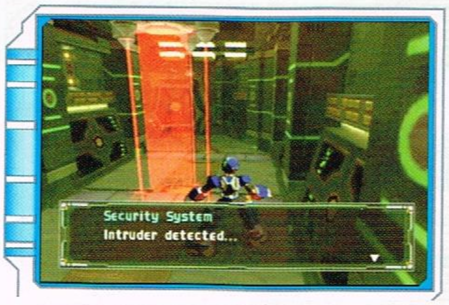
Rafflesian by herself is bad enough; she restores a large amount of LE every turn, her Sunburst attack strikes the entire party numerous times, she gets slightly stronger every round, plus she's pretty fast to boot. But she also has backup, a pair of Belladonnas whose powers practically make them bosses themselves! They too have incredible regenerative abilities, plus they gain power each time they're attacked, which they focus into their Bold Beam moves. All three have powerful Water and Thunder attacks, so make sure everyone has a full complement of Force Metals to guard against them, especially Resist and Reverse types. Use Neutralizer Force Metals if needed, as you want as much *defense* as possible. While they won't save you from the Sunburst, they can keep your HP up so you're a little more prepared for it.

125
125
125
250
250
250

2511
Marino
X
Zero

Hyper Modes are the way to win this fight, *especially* Marino's Hyper Mode. Have a full supply of Gain Hypers ready (you are *going* to need several), switch everyone to their Hyper Modes on their first move, and focus all your attacks on Rafflesian. Do *not* use spread-shot attacks; focus on each enemy one at a time to keep the others from gaining power when they eventually get their turn in. Use X and Zero's Action Triggers as soon as possible, as even at 50%-75% their moves do considerable damage, especially Zero's Calamitous Arts. Have Marino use her Hyper Dive whenever you feel lucky at the slots, though she can also assist with Boost Powers for her teammates' eventual attacks. If you're feeling lucky, have Marino steal from Rafflesian to claim a **Force Tomahawk** and a **Build LE**. Use a Gain Hyper every time a character gets down to their last Hyper Round to keep them in there and make the most of their enhanced abilities.

Ignore the Belladonnas until after Rafflesian is down; they're a relatively minor threat if you don't feed their attacks. Each one has a **Force Missiles** and **Build Speed** to steal, do so if you have plenty of Gain Hypers left. Even with all this, you'd best have a full complement of SubTanks, Reboots and Backups ready to go; Rafflesian can still do some hefty damage, plus a lucky shot from a Belladonna once you start on them can wipe out a party member in a single hit! Once the trio is down, you earn a **Figure Token**, **Tank Parts**, two **Turbo Clocks**, two **Resists**, plus Axl gains Rafflesian's DNA for his Hyper Mode!

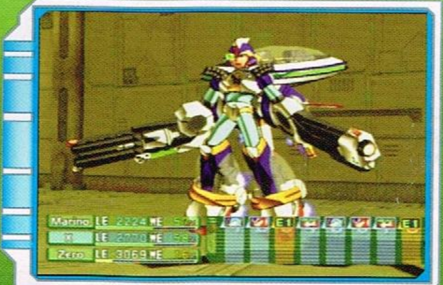


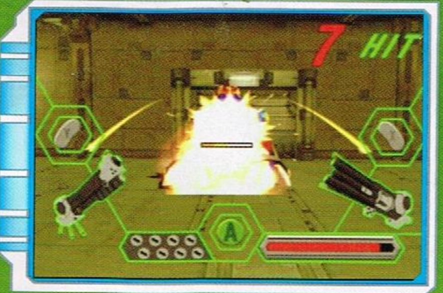
Security System
Intruder detected...

With Raffelsian out of the way, you're now free to collect the item gems behind her. Two **Figure Tokens** are nice, but the *real* prize is the **Ultimate Armor Hyper Mode** for X!

Once you've picked up your preferred equipment, talk to Nana and head for the Rebellion Base. It's time to end this!

ULTIMATE ARMOR HYPER MODE



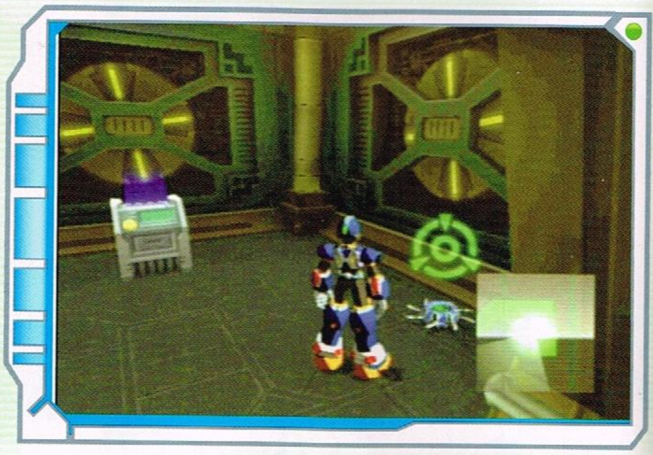


Quite possibly the most impressive-looking piece of armor X has donned in his long career, and certainly the largest, the Ultimate Armor is all about raw firepower. X's Power is doubled while in this form, and his Sub-Weapons become high-powered shot attacks. But the real highlight is his Action Trigger, the devastating Nova Strike. Using it when activated is just the same as using the Final Strike; mash buttons! Switch between targets with the joystick, and blast your opponents to little tiny bits. The more WE you have when activating the move, the more time you have to spray ammunition.

There's a Save Point right inside the Grave Base's entrance, be sure to use it. The doorway to the north is blocked off, forcing you to go west. Once through the doorway, you're locked in, with no choice but to go forward, right into a security system. Destroy the Preon guards, and the pathway is opened… briefly. Dash through the doorway before the beam turns red again, or else you must fight again to re-open the door.

There are several doors throughout this area, but some of them do not open under any circumstances. Keep an eye on your radar map and the blue door-markers on it to tell which doors actually lead somewhere!

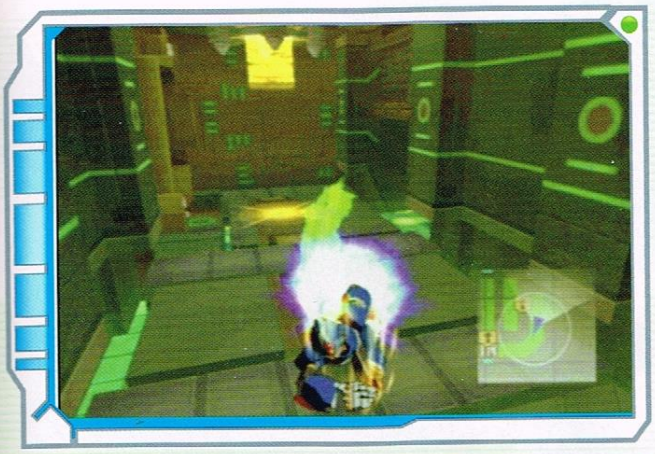
Within the Level E Security Zone, you must fight through both of the red security beams in order to open the doors. Once you do open them, you have a choice to make. While there is a **Figure Token** and **5000 Zenny** in the dead-end path to the west, they're behind more security beams. Still, having a incomplete set of action figures would be kind of lame, wouldn't it? North is the way you ultimately need to go.



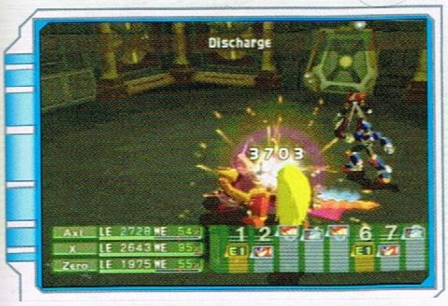
In Level D, you have to open up three beams in order to unlock the doors. Start with the western beam and work your way to the eastern door; not only is there a panel that unlocks the laser-gate back in the first section of the base, but there's a **deactivated Bladey** in the northeast corner of the room! Once you're done there, you have to re-open all three beams; do so and head all the way southwest to grab a **Beam Miracle S Weapon** for Marino. Make your way back to the now-unlocked gate and take the teleporter.

Take the **Tank Energy 100** right in front of you, and step into the big circle that is Level C. There are five doors here, each one requires you to open three security beams. The northern door it the way you need to go; the others have items. Thanks to Axl's Preon Killer, the fights are considerably easier. The southwest room has a **Figure Token**, northwest contains an **Unlock Limiter**, northeast has a **Gain Hyper**, and southeast **3000 FME**. There's not much time to get to your door of choice, so be speedy!

Level B has a **Backup** and **Cure All** sitting in the main hallway. There are only two security beams here, but they return to red very quickly, plus the Preon fights are much harder. The center door is the only one you should concern yourself with; the side-doors are dead-ends. As long as you get the door open before the beam goes red, you're good.

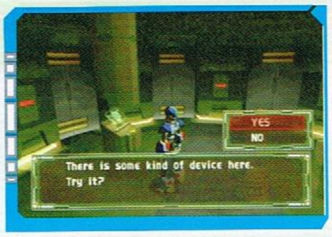


The only reason to enter the side-doors in this area is if you're playing the GameCube version of the game; each side has a Treasure Token. That's one more action figure for your collection!

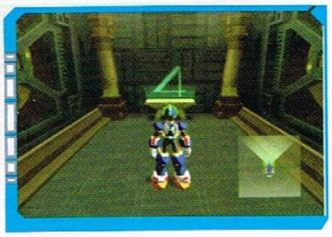


At this point, you run up against Preon S Face units, who mercilessly *taunt you!!* While they're taunting you with the Damage Charge, they're heavily shielded from projectile attacks, even Axl's Preon Killer. Whatever you do, do *not* attack them while they're taunting. Not only will your shot attacks do negligible damage, but every attack also adds power to their next move, which can kill one of your party members with a single blow!

Make use of the Save Point, and move forward to the rather grimly named Battle Field. There's a load of items in the center of the room; a **Build Speed**, **Build LE**, **Build Hyper**, **Build Armor**, **Build WE**, and a **Build Shield**.



There is some kind of device here. Try it?



Move on to the teleporter, and grab the **Tank Energy 25** and **Tank Energy 50** inside the Revolver Shaft Area. As you enter the door at the end of the hall into the next room, take a note of the large "1". Go into the next room, and two columns appear and open up to reveal consoles. This is the Revolver Room proper, and the two consoles control which direction the room is facing. The left column moves the room three turns clockwise (plus), which puts you in room 4 on the first go. The right column moves the room two turns counter-clockwise (minus), putting you in room 7. There are eight rooms in all, but, only puts you on the path to the next area! If you want to get through quick, simply use the left column twice, then the right column twice.

NEW ENEMIES

ROOM NUMBER	CONTENTS
➤ 1	Room entrance
➤ 2	Enemies
➤ 3	Exit to next area
➤ 4	Z Saber+++
➤ 5	Enemies
➤ 6	Vitality Missiles
➤ 7	Tank Parts
➤ 8	Enemies

Once you've made it to room 3 and out of the Revolver Room, grab the **Tank Energy 50**, and take the teleporter up to the next level.

The Level S Top Security Zone has a Save Point, and a trio of powerful Preon S Epsilons to boot on the other side of the door, guarding Epsilon's inner sanctum. Be sure to have Fire protection Force Metals installed. Even once you've taken care of them, the door is locked, leaving you no choice but to take the ramps up to the eastern and western wings of the area. The eastern wing has four **Figure Tokens** in a closet to the east, and at the end of the hall is a **Super Absorber** along with one of the door release panels. Backtrack and take the west wing, collecting the four **Figure Tokens** on that side of the room as well, and hitting the door release.

The Final Gate has two **Tank Energy 100** refills, and a **Gain Hyper**. You'd best be ready, as you've got a return match with Epsilon's #2 before facing the big boss man himself in a marathon boss battle.

BOSS ALERT

SCARFACE

LIFE ENERGY 42500
POWER 142
ARMOR 75
SHIELD 75
SPEED 76

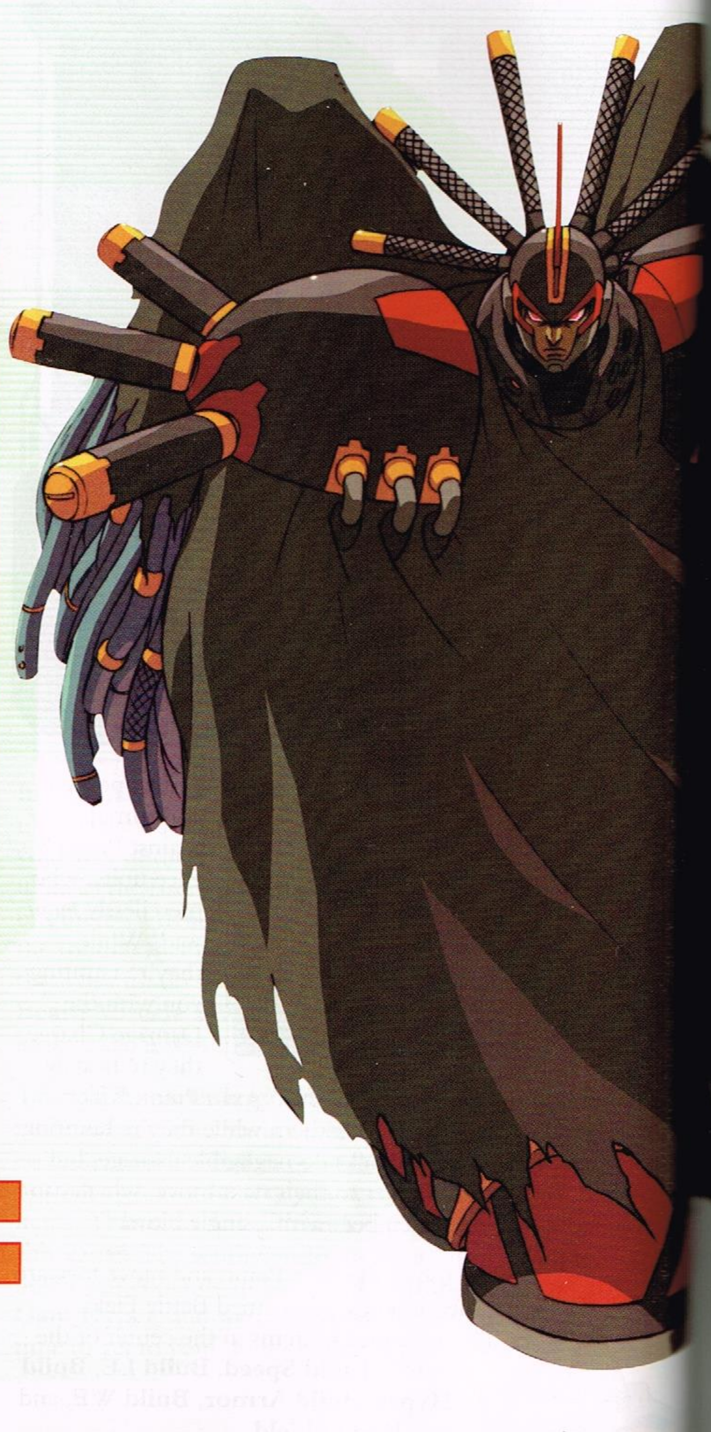
DAMAGE %

FIRE	WATER	THUNDER
150	100	ABSORB

3799
Marino
X
Zero
LE 2632
LE 3063

He's got more HP, but he's a little weaker than before… plus by now you should be considerably stronger as well. The strategy is similar to the first time you faced him; plug in Thunder-resisting Force Metals, and alternate between Combat and Shot attacks to keep him from blocking. While it may initially seem counter-intuitive to not take an Element advantage, do *not* switch your party's weapons to Fire-based attacks before this fight. You do not have the opportunity to change them before taking on Epsilon… and besides, by now you should have weapons that do enough damage to mitigate the loss of an Element advantage. Sub-Weapons that compliment your main attack like Power Charge and Generator are much more useful here than missile-types. If you have Gain WE+ Force Metals, even better. Block when a character's attack type is being guarded against to build up power for an Action Trigger move. Unless you have a huge stockpile of Gain Hypers, though, save your Hyper Mode attacks. If you really need it, you can steal a **Tank Energy 100** from him. Once he's down, there's a slim chance he leaves a **Thunder Buster MkIII** or **Thunder Saber +**.

Scarface goes down, but you still have Epsilon to deal with. He won't run or back down, it's all or nothing!



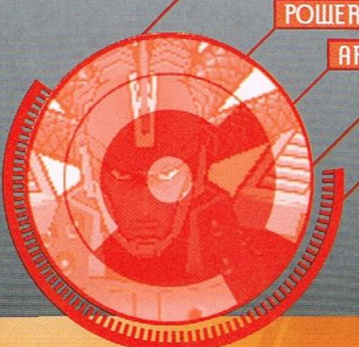
BOSS ALERT

EPSILON

LIFE ENERGY	34500
POWER	134
ARMOR	84
SHIELD	74
SPEED	82

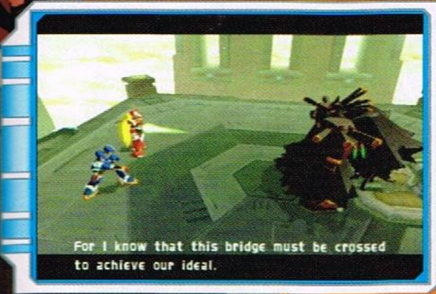
DAMAGE %		
FIRE	WATER	THUNDER
100	100	100

EJECT EPSILON



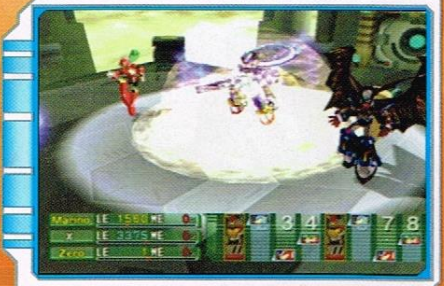
LIFE ENERGY	51500
POWER	178
ARMOR	146
SHIELD	133
SPEED	80

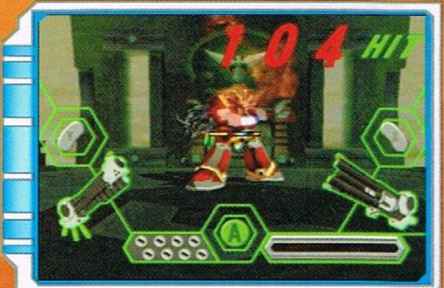
DAMAGE %		
FIRE	WATER	THUNDER
100	100	100



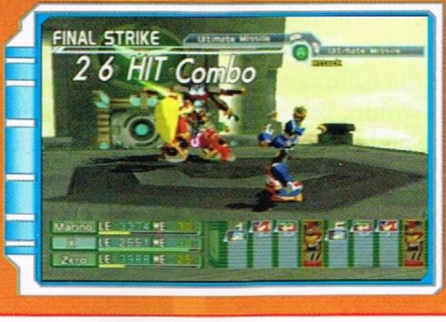
For I know that this bridge must be crossed to achieve our ideal.

Epsilon usually opens with a Meta Crush, reducing one of you party members down to 1 LE. Bad thing. He also has attacks for all elements, but you should be protected from at least Thunder. The Nova Thunder move also damages all members of the party for a good 1000+ damage, so be quick on the SubTank. Thankfully, he's not particularly fast. Stick with built-up normal attacks and the occasional Action Trigger, saving your Hyper Modes for the time being. Steal from him, and he coughs up **Protect +5** and **Full Specs +3 Force Metals**. Once his HP is depleted, however… he doesn't stop! If you still have turns to go before his next turn, heal as needed or defend to build up your WE. On his next turn, he activates the Omega Force, restoring his LE, and seriously ramping up his power ratings!





Now break out X's Ultimate Armor and Zero's Absolute Zero Hyper Modes! Epsilon is extremely nasty now, and you don't want to give him the chance to unleash his full fury. He uses the Meta Crush and Nova Thunder far more, plus he restores a large amount of LE every turn. He also adopts the same shifting defense Scarface used, forcing you to alternate. Try to steal from him to get a valuable **Gain Hyper** and a **Build Hyper**, and have Marino remain in normal mode and concentrate mainly on healing now. X and Zero's enhanced WE gain, if augmented with Gain WE + Force Metals, makes sure they can get in Action Triggers every turn, and potentially doing well over *ten thousand* points of damage each time. Once he's down, he gives up **Tank Parts** plus a **Force Tomahawks Sub-Weapon**.



Epsilon is dead, and the Rebellion is no more. The Supra-Force Metal is now safely in the Hunters' hands… and oh hey, Redips shows up just in time to miss the battle. Gee, thanks. Well, all is well now… right?

I picked up the vibrations of Supra-Force Metal here.

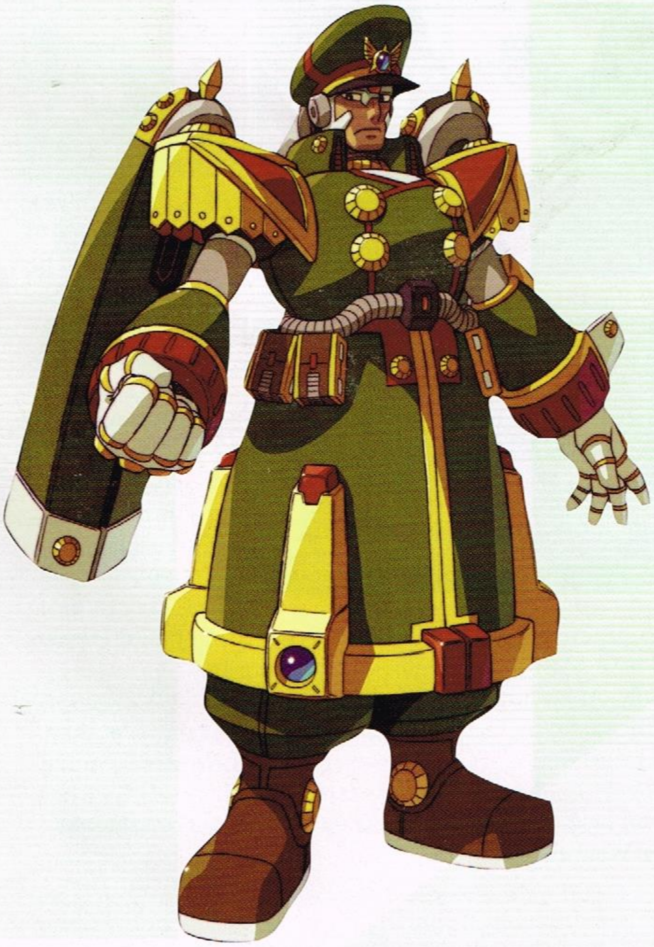
2.10

IN THE NAME OF JUSTICE

BOSS: REDIPS

NEW ENEMIES

ENEMY	LE
B Blader	8000
Cannon Driver	10000
Deerball	5000
Metaroid	1000
Red Hubcap	4200
Red Stinger	3600
Redips Guard	6000



With the Rebellion crushed and the Supra-Force metal in the Hunters' hands, all is well in Giga City. A transport is waiting at the main helipad, but that can wait! You still have access to all of Giga City's fine facilities, so make use of them while talking to the citizens and basking in their praise!

Once you take to doorway to the large heliport, there's no turning back for a little while! Make sure you have the equipment you want for the final battles ahead, especially a large amount of Zenny. Raising a few levels can't hurt either. You are given the opportunity to come back and claim anything you've missed in past areas after the final battles, but it doesn't hurt to be prepared!

It's a double-cross! R loses his life, and the Hunters are now on the run as Redips declares them all Maverick traitors. It's time to track down Redips and beat seven kinds of slag out of him! Make use of the Save Point just ahead. Sadly, it only allows you to save, as the Central Tower is now under Redips' control and inaccessible. There's also the General Salesman ahead, full of the old stock if you really want it. But there's another shopping opportunity ahead, so save your Zenny.

Once you enter the gate, it locks shut behind you. Thankfully you're safe here, plus the trio of Saffron, Cumin, and Jasmine are back and they have new items! A complete set of high-power Element-based weapons is highly recommended, so be sure to get them. You can build up your Zenny in the hallway to the north, which has B Bladers and Deerballs within. But once you step through the northern gate at the end of the hall, your path back is once again blocked!

SAFFRON'S ITEM SHOP

ITEM	COST	ITEM	COST
Vaccine Program	80Z	Cure All	500Z
Anti-Lock	80Z	Reboot	500Z
Warm-Up	80Z	Backup	5000Z
Cooler	80Z	Mega Fire	160Z
Clear Vision	80Z	Mega Blizzard	160Z
Cure One	240Z	Mega Thunder	160Z

CUMIN'S WEAPON SHOP

WEAPON	COST
Fire Buster MkIII	11000Z
Ice Buster MkIII	11000Z
Thunder Buster MkIII	11000Z
Flame Saber+	12000Z
Ice Saber+	12000Z
Thunder Saber+	12000Z
Protect Lance Gamma	9800Z
Fire Comet	10000Z
Ice Comet	10000Z
Thunder Comet	10000Z
Divine Hand	11000Z
Axl Bullets 3	11500Z
Manhunter	10500Z
Shock Lance Beta	9200Z
Beam Miracle 5	9300Z
Force Missiles	8000Z
Twin Fire	4000Z
Twin Ice	4000Z
Twin Thunder	4000Z

JASMINE'S FORCE METAL SHOP

FORCE METAL	COST	FORCE METAL	COST
LE +500	4500Z	Protect +5	2400Z
Gain WE +10	3000Z	Full Specs +3	1000Z
Power +5	1800Z	Fire Resist	2000Z
Armor +5	1200Z	Water Resist	2000Z
Shield +5	1200Z	Thunder Resist	2000Z
Speed +5	1800Z		

Once you've taken the elevator up, change your equipment to a Fire-based assault with a defense against Thunder; it's time for a flashback!

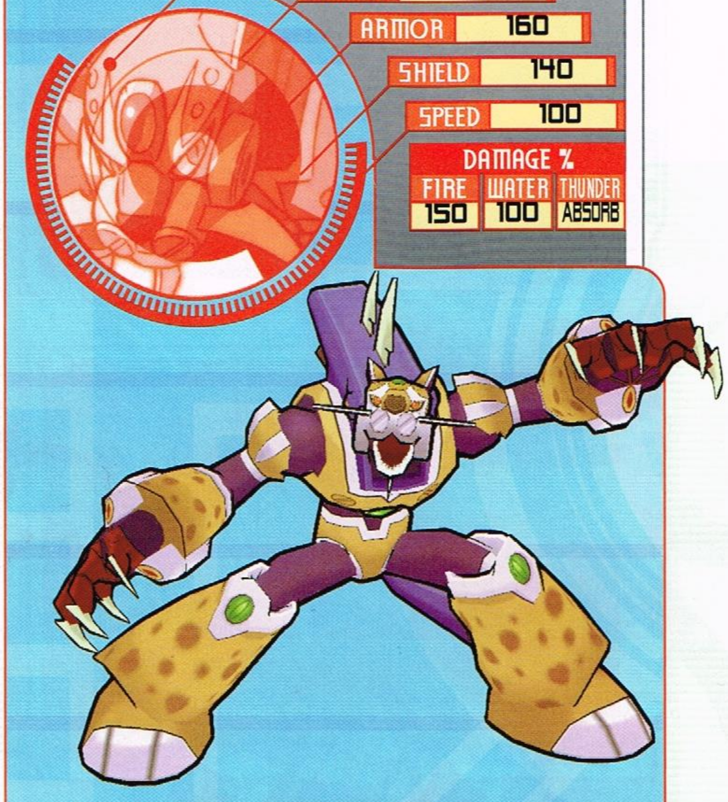
BOSS ALERT

WILD JANGO

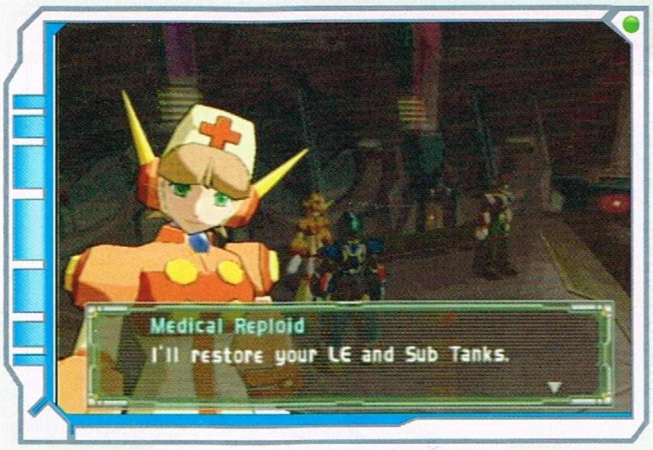
LIFE ENERGY	64500
POWER	250
ARMOR	160
SHIELD	140
SPEED	100

DAMAGE %

FIRE	WATER	THUNDER
150	100	ABSORB

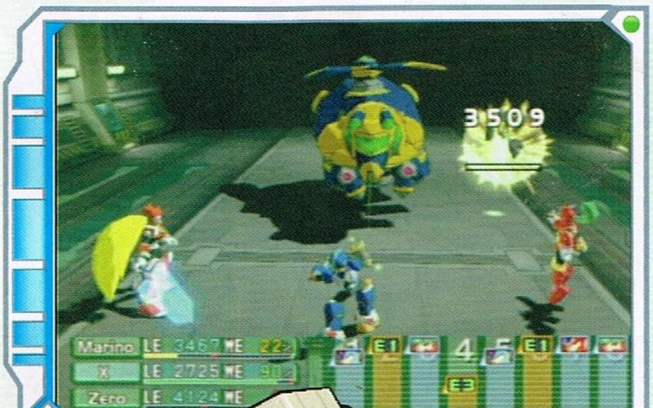


It's the end of a *MegaMan* game, of *course* you're going to face old bosses again! But Jango's stats have risen considerably since your first encounter. By now you should have plenty of high-powered Thunder-resistant Force Metals, and much more powerful Fire Weapons. Go ahead and open up with Hyper Modes; you have the chance to restore them shortly. Don't expect this fight to be a pushover, though. His Rolling Assault can still do heavy damage despite your Elemental defense, and he gets in quite a few hits in rapid succession. He coughs up a **Build Power** upon destruction.

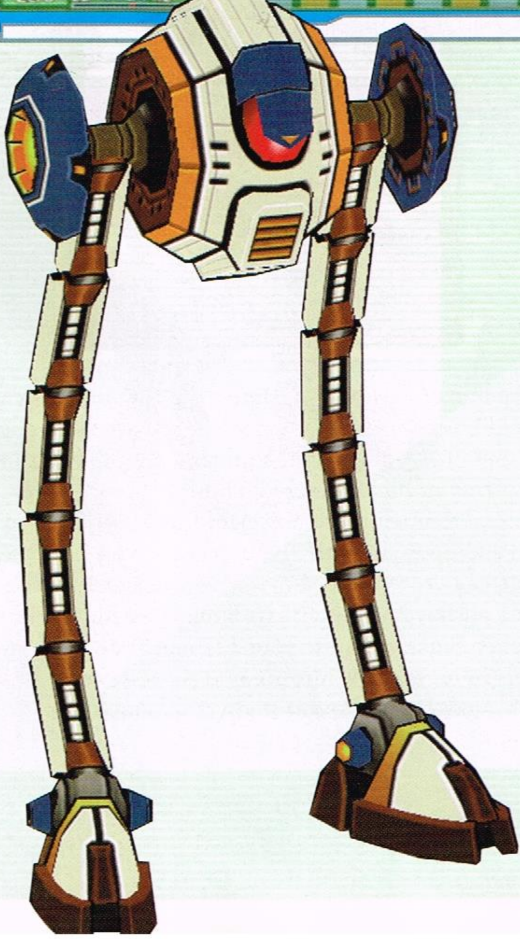


Medical Reploid
I'll restore your LE and Sub Tanks.

Remember to change your weapons back after the fight if needed. Take the elevator south, up to the Teleport Terminal. Turn west at the first intersection for an oasis! Inside is a nurse Reploid who heals your LE and refills your SubTanks *and* Hyper Mode turns, the General Merchant with all his stock, and a Save Point to boot! With free recovery, this area is an excellent place to hang around and gain levels for the challenges ahead!



B Bladers have been pestering X since his very first mission as a Maverick Hunter, but here they can actually be a great benefit. The B Blader's first move is to summon a pair of Deerballs to battle; ignore the B Blader and destroy its backup! If you smash them both before the B Blader's next turn, it summons another pair. Just keep blasting the unlimited supply of Deerballs and gaining EXP. Hit them with a Get EXP + Sub-Weapon for an even larger reward. It takes time, but it's safe and easy.



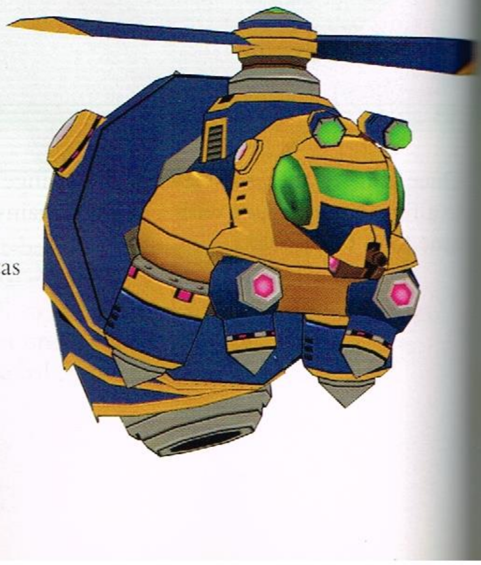
Head to the far north end of the hallway and claim the **Tank Parts**, **Build Hyper**, and two **Figure Tokens** from the item gems. Study the purple laser curtains carefully, and take note of the image that appears in each. There's a past boss lurking behind each one, and like Jango, they're much more powerful than the last time you faced them! The doorway north will not open until all four bosses are cleared, so get to work. Naturally, return to the recovery room after each boss encounter for a full recharge.

Southwest:
Silver Horn

Southeast:
Mad Nautilus

Northwest:
Mach Jentler

Northeast: Incentas

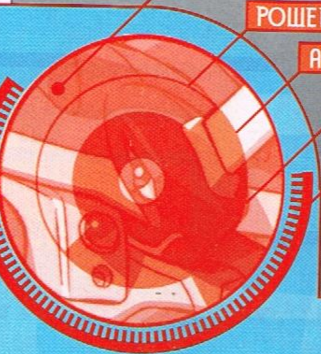


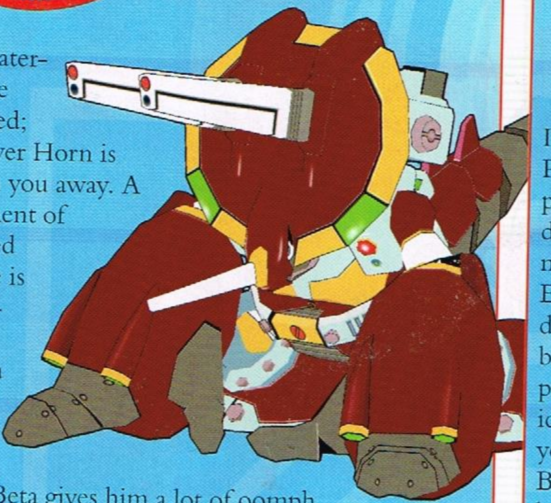
BOSS ALERT

SILVER HORN

LIFE ENERGY	73500
POWER	290
ARMOR	105
SHIELD	95
SPEED	100

DAMAGE %		
FIRE	WATER	THUNDER
100	ABSORB	150





Have your Water-resistant Force Metals installed; otherwise Silver Horn is going to wash you away. A Full complement of Thunder-based Weapons here is highly recommended. Massimo has a bone to pick with Horn, and his Shock Lance Beta gives him a lot of oomph. On the downside, Massimo has very little room for Force Metals to resist the Water-based assault. Remember that Horn's Liquid Coating boosts his defense and adds to his blocking ability, prolonging the fight. Don't be shy about using your Hyper Modes, though Zero's Absolute Zero is not recommended. Horn drops a **Build Armor** when destroyed, valuable indeed.

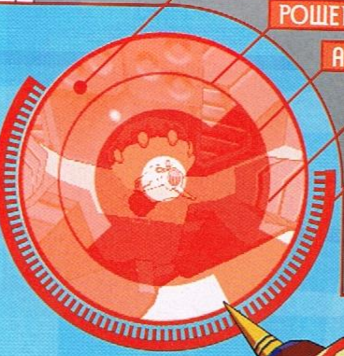
MISS
MISS
MISS
Massimo LE 3838 WE
X LE WE
Zero LE 3532 WE

BOSS ALERT

MAD NAUTILUS

LIFE ENERGY	38500
POWER	275
ARMOR	85
SHIELD	95
SPEED	100

DAMAGE %		
FIRE	WATER	THUNDER
100	100	100



It had to be Dr. Psyche's more powerful form, didn't it? There's no need for Element defenses here, but powerful projectiles are a good idea, as well as Force Metals that make you more resilient to status changes like Berserk. His laser attacks are just as deadly as they were before, so have someone ready to heal. Stay defensive to build up WE, and once the bulkhead opens and exposes his green core, switch to Hyper Mode and let loose with the Action Trigger attacks! Absolute Zero's melee attacks do have a tendency to miss, but the extra WE means more time and more chances, and he should still do considerably more damage than with the other attacks available to him. The Ultimate Armor's Nova Strike is all good, however. Once you've cracked his shell, Psyche leaves behind a **Build Shield**.

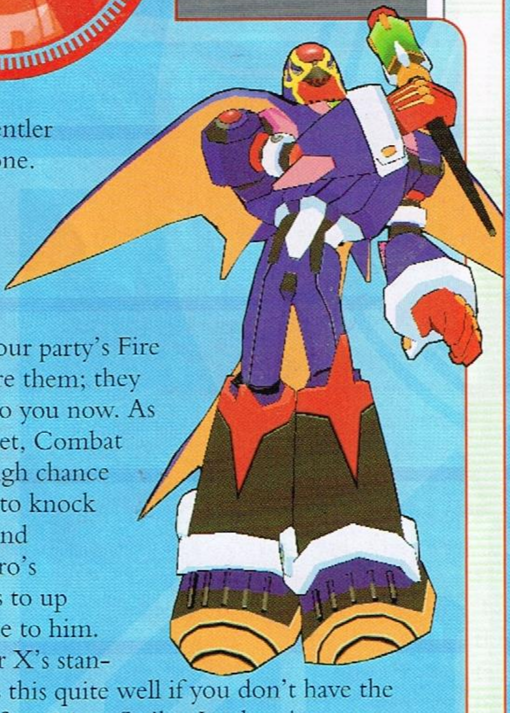
TIME
COMMAND

BOSS ALERT

MACH JENTLER

LIFE ENERGY	53500
POWER	250
ARMOR	75
SHIELD	95
SPEED	105

DAMAGE %		
FIRE	WATER	THUNDER
ABSORB	150	100



Just as before, Jentler doesn't fight alone. He occasionally summons two Preon Tanks to his side, whose Flammable Oil move reduces your party's Fire resistance. Ignore them; they can't do much to you now. As an airborne target, Combat attacks have a high chance of missing. Try to knock him to the ground before using Zero's Calamitous Arts to up the damage done to him. Ultimate Armor X's standard attack does this quite well if you don't have the charge built up for a Nova Strike. Jentler gives up a **Build Speed** once his feathers have been plucked.

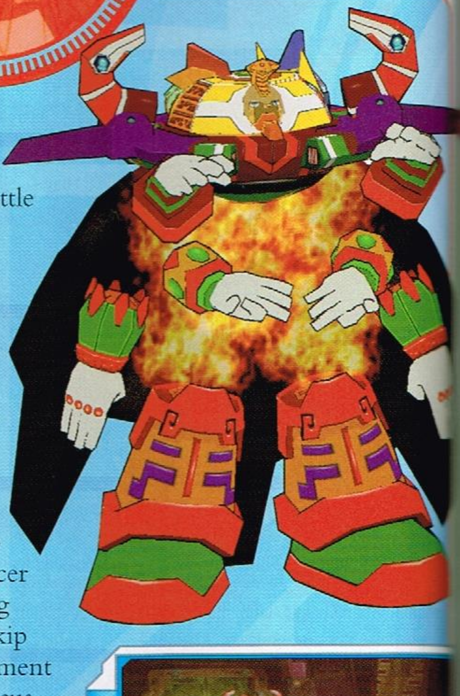
538
1540
CRITICAL HIT

BOSS ALERT

INCENTAS

LIFE ENERGY	51600
POWER	228
ARMOR	115
SHIELD	105
SPEED	100

DAMAGE %		
FIRE	WATER	THUNDER
VARIABLE	VARIABLE	VARIABLE



He of the shifting Element, it's a little hard to defend against all three Element attacks that he throws at you while timing the proper counter-element attack, especially since the full defense means giving up some of your nicer attack-enhancing Force Metals. Skip the counter-Element Weapons and focus on heavy-hitting null-element moves, like X's Ultimate Armor. Aren't you glad you picked those up? Have your third member heal with SubTanks if needed, and simply overpower him with null-element attacks. Be *very* careful not to use Zero's Calamitous Arts when Incentas is in his Water Element, that attack actually *heals* him. Wait until he shifts to Fire, then commence the pummeling. A **Build WE** is yours once he's out of the way.

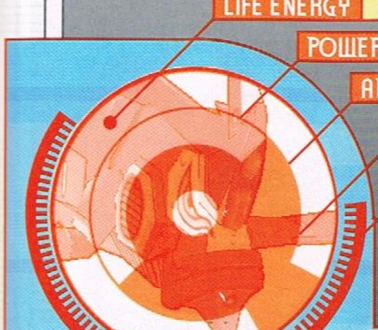
With all four bosses deleted, the door to the north is unlocked. Restore your LE, SubTanks and Hypers, and head north. Take the elevator up to the Main Control Room, where the serpentine Hunter Depth Dragoon awaits.

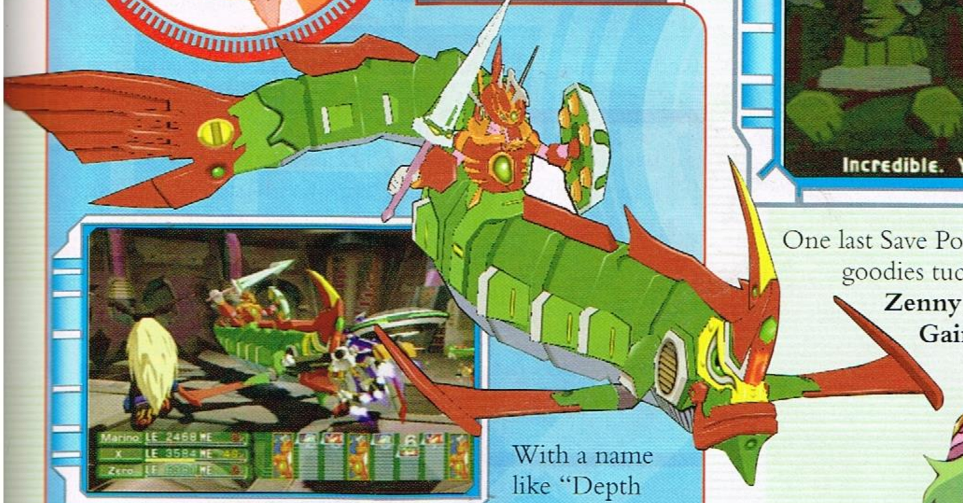
BOSS ALERT

DEPTH DRAGOON

LIFE ENERGY	64500
POWER	185
ARMOR	152
SHIELD	162
SPEED	110

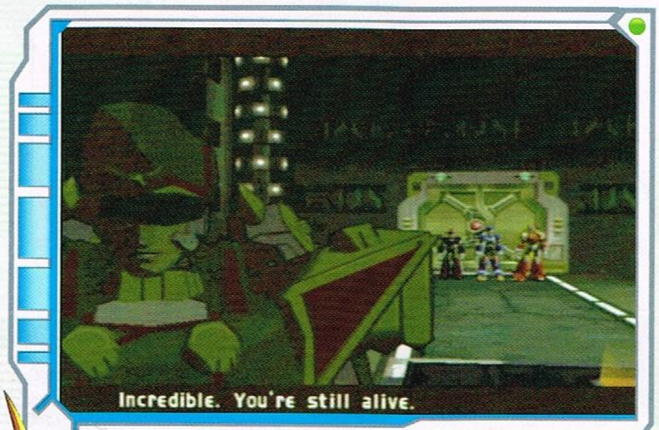
DAMAGE %		
FIRE	WATER	THUNDER
150	100	ABSORB





With a name like "Depth Dragoon", you'd think that he'd be Water-based and therefore weak to Thunder. You'd be wrong, and it's a mistake that can be fatal. Thunder is his Element, and he flings it like nobody's business, so have your Thunder-resistant Force Metals equipped. But even then, Dragoon can be a real pain, as his Thunder Clap can force a character's next turn back several rounds! He's very big on using effect moves like Boost Power and Electromagnetic Field, plus his Destructive Blow damages the entire party at once. If you don't have the Ultimate Armor and Absolute Zero (and why don't you?), X's X Fire is a very good alternative. Be sure to have your Fire-based Weapons equipped just in case. Be sure and try to steal from him, as he holds the **Beast Lancer Weapon**, Massimo's most powerful weapon. Even with X and Zero's super Hyper Modes, this fight can prove difficult if he gets in his attacks. Once he's down, you're up a **Build LE** and the **Force Tomahawks Sub-Weapons**, as well as his DNA for Axl's DNA Change.

Once Depth Dragoon is down, backtrack all the way to the nurse Reploid and Save Point. You want a full charge of Hypers and SubTanks for the challenge ahead. While the enemies in the area can be tough, especially the Cannon Drivers, you're better off taking advantage of the free healing.



Incredible. You're still alive.

One last Save Point waits at the Final Gate, as well as quite a few goodies tucked in the alcoves. Grab **5000 FME**, **10000 Zenny**, **two Figure Tokens**, a **Cure All**, a **Backup**, a **Gain Hyper** and a **Tank Energy 100**. Behind the door is Redips' office, and he's crazy. Like, completely barking mad. "I am the ruler of all Reploids" mad.

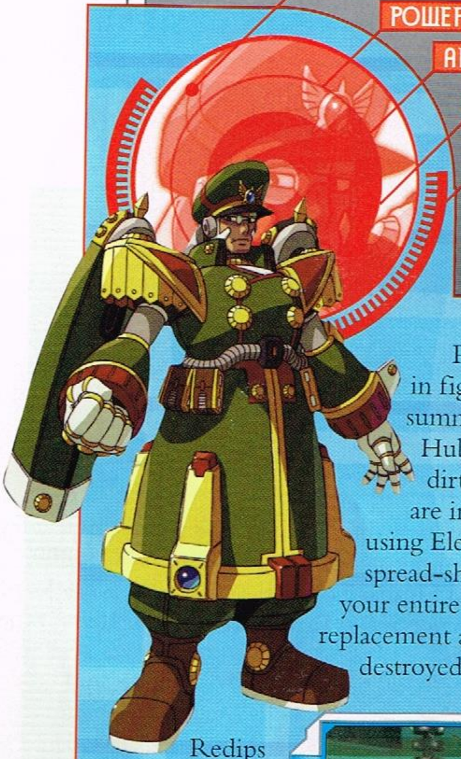
BOSS ALERT

REDIPS

LIFE ENERGY	51500
POWER	178
ARMOR	146
SHIELD	133
SPEED	80

DAMAGE %

FIRE	WATER	THUNDER
100	100	100



Redips doesn't believe in fighting alone, so he summons a pair of Red Hubcaps to help do his dirty work. These critters are incredibly annoying, using Elemental attacks and spread-shot machinegun fire on your entire party. Redips calls in a replacement as soon as one is destroyed. Fun!

Zapper
MISS
159
137
Marino LE 2290 WE
X LE 3375 WE
Zero LE 6562 WE

Ballistic
525
Marino LE 1597 WE
X LE 2912 WE
Zero LE 6562 WE

Redips himself is no pushover, with a variety of multi-hit moves. He also defends quite often, reducing the strength of your attacks. Have Marino steal the **Rei Ichimonji Weapon** from him, but otherwise use her simply to weaken the Red Hubcaps and keep the others alive. X and Zero should be put into their Hyper Modes immediately to unleash them on Redips, though X's Nova Strike can also reduce the Red Hubcap threat and force Redips to waste a turn restoring them. Make sure they're both equipped with Gain WE + Force Metals to ensure an Action Trigger attack every turn. With his defeat, Redips may leave a variety of items, including **Tank Energy 10**, **Limit Buster MkII,** or a **Beam Sword**.

Redips is just *full* of surprises. He too is a shape-changer… and one of his forms is very, *very* familiar. He's still not done! Once inside the Super Strato-Terminal, grab the **Figure Token** in the gem and head through the doorway. It's a long hallway southward, and it's infested with Red Hubcaps. Take the elevator at the end of the hall up to the Teleport Room. The door is locked, so take the teleporter.

Once you're in the Blue Earth Tunnel, you're almost there. Use SubTanks to completely heal your party, since there's a **SubTank Energy Infinite** inside the yellow gem, and grab the **Gain Hyper** in the blue gem, certainly a valuable item for the fight ahead, then take the doorway and the long ramp up to where Redips waits for you.

BOSS ALERT

GREAT REDIPS

LIFE ENERGY	999999
POWER	200
ARMOR	180
SHIELD	180
SPEED	90

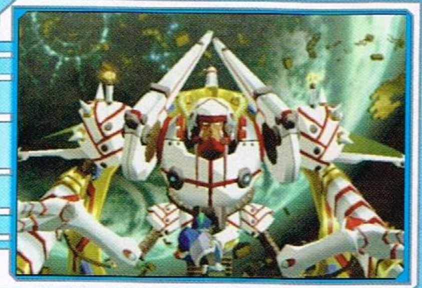
DAMAGE %

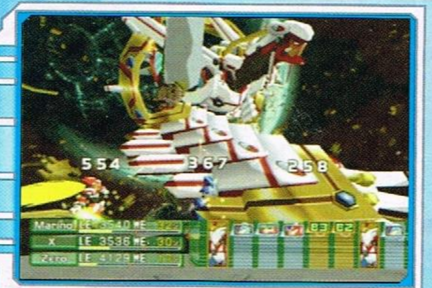
FIRE	WATER	THUNDER
100	100	100

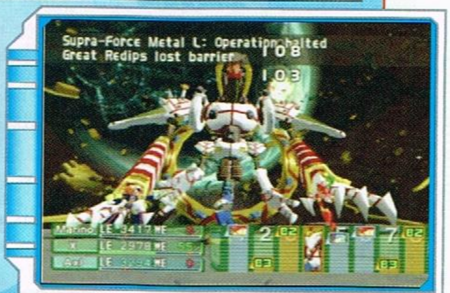
LIFE ENERGY	72500
POWER	165
ARMOR	60
SHIELD	65
SPEED	90

DAMAGE %

FIRE	WATER	THUNDER
100	100	100







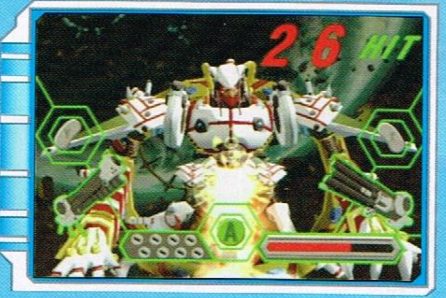
Supra-Force Metal L: Operation halted
Great Redips lost barrier

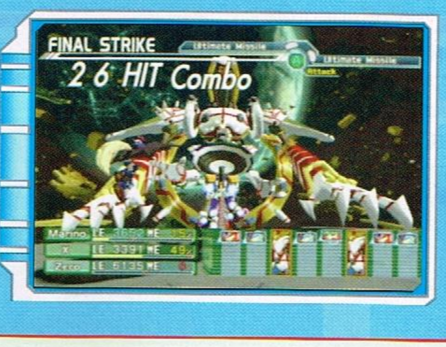
Anyone who talks about ruling the Universe is most certainly nuts. And Redips qualifies. Right now, attacking Redips himself does no good; not only does he have 999999 LE, as long as he has the two pieces of Supra-Force Metal, he regenerates every last bit of it every turn. His attacks are geared towards striking every member of the party, plus inflicting numerous status effects like Virus, Freeze and Berserk. Not only that, but the Supra-Force Metals attack as well, using powerful Elemental blasts.

So instead, target the Supra-Force Metal on each shoulder with Shot attacks, and Combat attacks will miss unless augmented with a Hawkeye Sub-Weapon. Each one has 4600 LE, relatively weak, but they regenerate after a short while. Even though the loss of each Supra-Force Metal removes part of Redips' abilities, don't bother attacking him. X and Axl should be you choice fighters here, and keep X in normal mode. While you're doing that, have Marino heal and steal. Redips holds an **SFM Fragment Alpha**, and each Supra Force Metal has a **Neutralizer -10** and **Neutralizer -20**. After destroying the Supra-Force Metals a few times, the battle pauses… and the Hunters gain some unexpected help. Round 2!

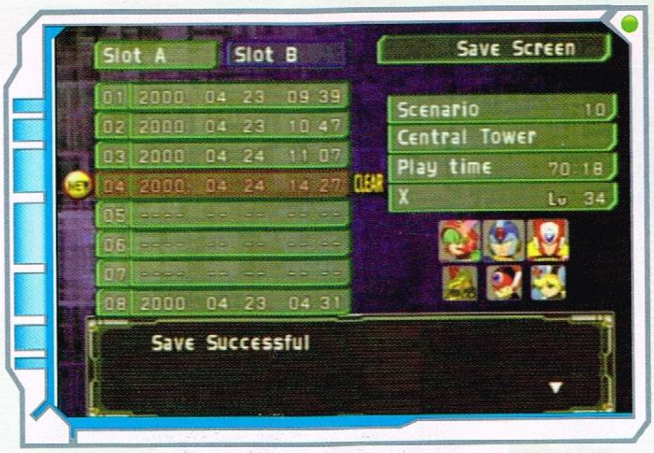
With only one Supra-Force Metal this time, Redips takes a real hit in his stats, but he's still tough. He has all the moves he did before, and his barrier is still in effect as long as he has the Supra-Force Metal installed.

Now bust out the Hyper Modes for X and Zero. Waste the Force Metal first to remove Redips' barrier, then let loose on Redips himself. Put Marino in Hyper Mode too, and have her heal and steal, steal, steal. This time around, Redips holds a **SFM Fragment Beta**, and whatever you didn't steal from the Supra-Force Metal in the first round is still available. Just keep at him, and he falls in due time.





Redips has fallen, old foes are redeemed. The world is safe once again. Time for a break…


Slot A
Slot B
Save Screen
01 2000 04 23 09 39
02 2000 04 23 10 47
03 2000 04 24 11 07
04 2000 04 24 14 27 CLEAR
05 ---- -- -- -- --
06 ---- -- -- -- --
07 ---- -- -- -- --
08 2000 04 23 04 31
Scenario 10
Central Tower
Play time 70:18
X Lv 34
Save Successful

… or not. Save your game now, and the file is marked "CLEAR". Load the file, and you're back at the beginning of Chapter 10, but you have all the items you gained through your final battles! Now is the time to claim all the items you didn't get before, plus you have one more challenge ahead. Redips' defeat earned you the **Central Key**, which unlocks the door at the bottom of central Tower. Take the Air Bus to the shopping district, and head down to Shaft 999F.

This section of the game is incredibly tough! Epsilon and Redips have nothing on the Reploids within the prison, and even the advance Hyper Modes will be taxed. Be sure to build up your levels in order to survive the challenges ahead.

Once inside the Special Sealed Area, grab the **Enter The Intruder Disc** in the green item gem, a Sky Room Prize. Get close to the Reploid standing in front of the door, and you're thrust into a fight!

Just beyond the door Onetail was guarding, grab the two **Sky Room Data Discs**, but tread carefully. Yep, there's another of the Tail clan right by the door. If you're not quite feeling up to tackling him, take the trek back the recovery room to restore all your stuff and do a little shopping for goods. Once you're ready, take him!

Annihilator Hadoken

Annihilator Hadoken
1364
864
1761

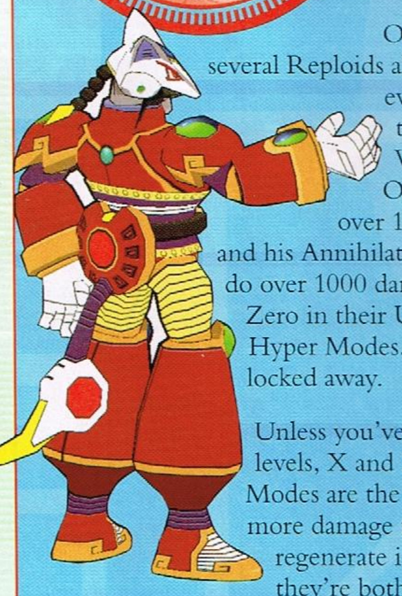
BOSS ALERT

ONETAIL

LIFE ENERGY	72500
POWER	225
ARMOR	35
SHIELD	35
SPEED	85

DAMAGE %

FIRE	WATER	THUNDER
100	100	100



Onetail is the first of several Reploids along this line, and every one of them is tough. How tough? Well, for starters, Onetail here regenerates over 10000 LE each turn, and his Annihilator Hadouken move can do over 1000 damage to even X and Zero in their Ultimate and Absolute Hyper Modes. No wonder they were locked away.

Unless you've raised some *serious* levels, X and Zero's advanced Hyper Modes are the only way you can do more damage to Onetail than he can regenerate in a round. Make sure they're both equipped with abundant Gain WE + Force Metals to give them high-WE Action Trigger attacks every round. Even then, Onetails' recovery can really prolong the fight.

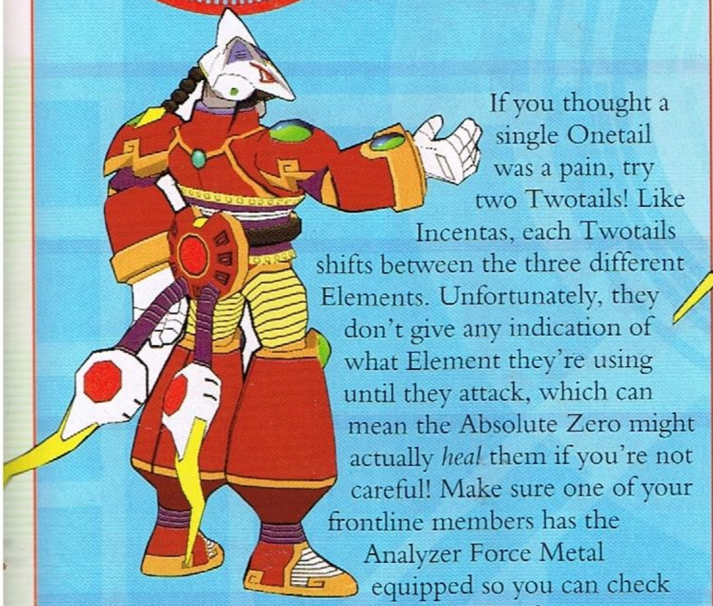
This does leave the question as to who to use as the third party member. Again, without an incredibly high level, everyone else can't do enough damage to really register, so it's their support abilities that you need to look into. Marino's stealing ability is worth using; while Onetails has nothing to steal that you can't get elsewhere, they are Build-types, fairly valuable items. Her speed is also an asset. In Hyper Mode she can raise the WE needed to attempt two steals easily before her Hyper Mode can run out. Cinnamon's healing ability can prove valuable as well, just be sure to equip her with heavy defensive and Gain WE + Force Metals. Once Onetail is down, he leaves behind **Tank Parts** and a **Figure Token**.

BOSS ALERT

TWOTAILS

LIFE ENERGY	75200
POWER	230
ARMOR	50
SHIELD	50
SPEED	85

DAMAGE %		
FIRE	WATER	THUNDER
VARIABLE	VARIABLE	VARIABLE



If you thought a single Onetail was a pain, try two Twotails! Like Incentas, each Twotails shifts between the three different Elements. Unfortunately, they don't give any indication of what Element they're using until they attack, which can mean the Absolute Zero might actually *heal* them if you're not careful! Make sure one of your frontline members has the Analyzer Force Metal equipped so you can check and see if it's safe to use Absolute Zero. Thankfully Twotails lacks Onetail's regenerative abilities. If they both open with the Annihilator Hadouken, unless you're very high-level or have instant-recover Force Metals installed, kiss your party goodbye. Stick with Marino as your backup because Cinnamon doesn't have enough speed to be terribly effective. Once they're down, they give up two **Stamina Missile Sub-Weapons** and two **Figure Tokens**.

Annihilator Hadoken
2020
2031
2274

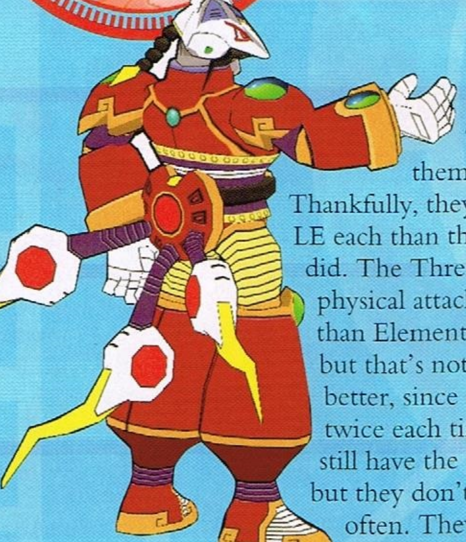
Past the door are two **Sky Room Data Discs** and one **Sky Room Sketch**. Again, retreat and restore, as the fights only get tougher. If only the original New Hope recovery room wasn't blocked off.

BOSS ALERT

THREETAILS

LIFE ENERGY	59500
POWER	180
ARMOR	60
SHIELD	40
SPEED	85

DAMAGE %		
FIRE	WATER	THUNDER
100	100	100



Three of them? Oh, man. Thankfully, they have less LE each than the Twotails did. The Threetails favor physical attacks rather than Elemental attacks, but that's not exactly any better, since they strike twice each time. They do still have the Hadouken, but they don't use it as often. They also have Life Gain 25, which makes this even tougher. Once you've eliminated them, you earn three **Figure Tokens** and three **Build Hypers**, the latter proving very valuable.

Four more **Sky Room items** are behind the doorway, as is the next member of the Tail clan. If the Threetails taxed even the Ultimate X and Absolute Zero, consider spending a good deal of time leveling up before taking on the Fourtails.

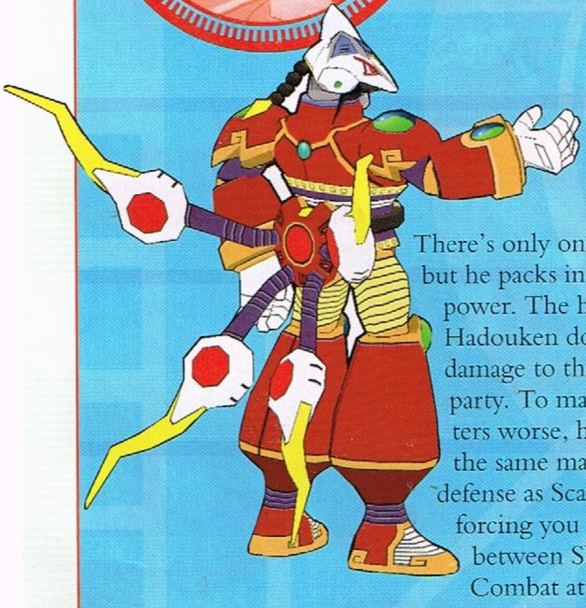
Stealing from the Tails clan often nets you Build items that improve your stats. Instead of using them for that purpose though, consider holding onto them, since some Force Metal Generator recipes need Build items!

BOSS ALERT

FOURTAILS

LIFE ENERGY	121500
POWER	380
ARMOR	200
SHIELD	180
SPEED	120

DAMAGE %		
FIRE	WATER	THUNDER
100	100	100



There's only one Fourtails, but he packs in a *ton* of power. The hated Hadouken does massive damage to the entire party. To make matters worse, he adopts the same manner of defense as Scarface, forcing you to alternate between Shot and Combat attacks to prevent him from having an effective shield against your moves. His only Elemental attack is Thunder-based, but that's really only a threat to whoever's backing up X and Zero; the two main Hunters' Force Metal slots are best left to enhancing their Hyper Modes, preferably WE Gain. Once he's down, he leaves behind a **Figure Token** and the **Red Lotus Saber**, a powerful –if somewhat costly- Weapon for Zero.

Annihilator Hadoken
3574
3758

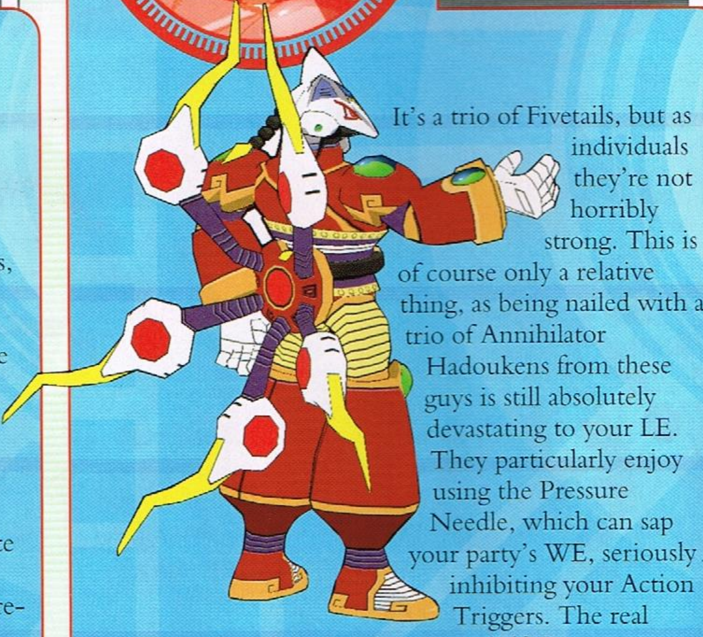
With Fourtails down, the area is clear. Restore your powers if needed, and venture to the second level of the sealed area. The green gem has another **Sky Room Sketch** within it, and, there's the next Tails clan member waiting by the door. At least there are no random encounters here, count your blessings while you can.

BOSS ALERT

FIVETAILS

LIFE ENERGY	26500
POWER	180
ARMOR	50
SHIELD	65
SPEED	100

DAMAGE %		
FIRE	WATER	THUNDER
100	100	100



It's a trio of Fivetails, but as individuals they're not horribly strong. This is of course only a relative thing, as being nailed with a trio of Annihilator Hadoukens from these guys is still absolutely devastating to your LE. They particularly enjoy using the Pressure Needle, which can sap your party's WE, seriously inhibiting your Action Triggers. The real threat here though is their kamikaze Self-Destruct; capable of doing damage in the tens of thousands to even X and Zero's advanced Hyper Modes! Unlike the other Tails members so far, the Fivetails don't often leave items behind, and what they do leave is pretty sad; the **Energy Field** and **Force Tomahawk Sub-Weapons**.

Self-Destruct
26179

Once again, behind the door lie two **Sky Room prizes**, adding to your collection of game-development goodies. Have you been checking it out? There's some nice stuff in there.

BOSS ALERT

SIXTAILS

LIFE ENERGY	206500
POWER	305
ARMOR	120
SHIELD	75
SPEED	110

DAMAGE %		
FIRE	WATER	THUNDER
100	100	100

Oh well, so much for easy fights. Sixtails is a monster, with massive LE and power on his side. To make things even more frustrating, you must beat him before he takes ten turns! On his tenth turn, he uses his Life Gain Max ability, healing his *entire* stock of LE! He also has a Fire-Element attack, so watch for it and have your backup prepared to handle it. This fight requires quite a high level, otherwise a single Annihilator Hadouken can wipe your party off the map. If you haven't been optimizing X and Zero for getting advanced Hyper Mode Action Trigger attacks every round, you're in big trouble here. Once he's down, he relinquishes the last **Tank Parts**, as well as a **Figure Token**.

Annihilator Hadoken
2524
1239
MISS

Why so many Figure Tokens? If you've been diligently buying figures, the machines should all be sold out by now. Keep moving and claim the three **Sky Room prizes**. And of course, there's another Tails clan member before the door. Guess what *his* name is!

BOSS ALERT

SEVENTAILS

LIFE ENERGY	61500
POWER	160
ARMOR	90
SHIELD	85
SPEED	90

DAMAGE %		
FIRE	WATER	THUNDER
100	100	100

Seven is *not* your lucky number. And certainly not when there's two of them. Nor when they heal LE every turn. And like the Belladonnas, they get a little stronger every time they're attacked, so when their turn comes up even their normal strikes can do massive damage. Go to Hyper Mode as soon as possible, but do not attack right away. Go defensive and let your WE build. As soon as you get above 90 WE, let loose with the Action Trigger on a single Seventails, making sure that the *immediate* next turn taken is another Hyper Action Trigger against the same one. You want to destroy the Seventails before it gets in its turn and lets loose all the energy you pumped into it back at you. Thunder is their Element of choice, but you probably won't get hit by it too much, since they favor physical blows. Their comparatively low defensive abilities are a small blessing, at least. Once they're down, they each leave behind a **Figure Token** and **Vitality Missile**.

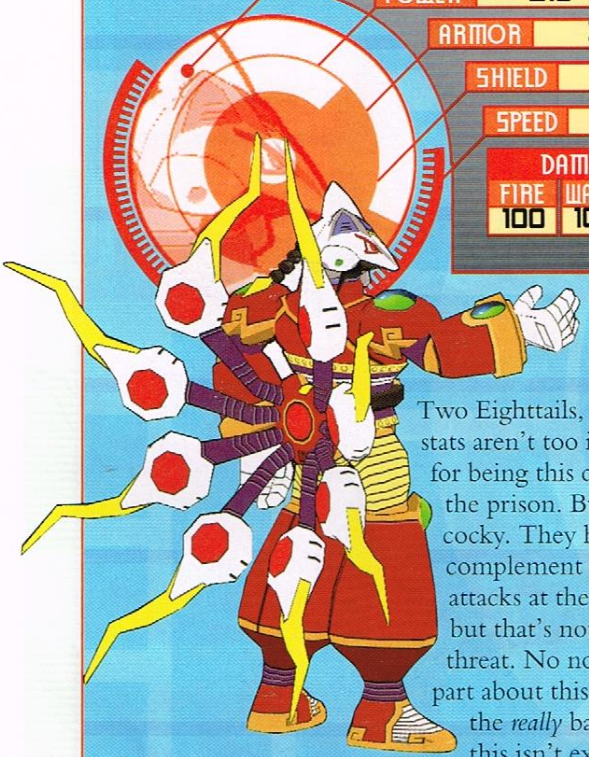
As always, make sure you're back to full before tackling the next challenge. Grab the four **Sky Room prizes**, then retreat and restock if needed. You're inching closer to the end of the Secret Area, so of course it's only going to get rougher. Which does beg the question as to how they were subdued and locked down here in the first place… or maybe they don't *want* to leave?

BOSS ALERT

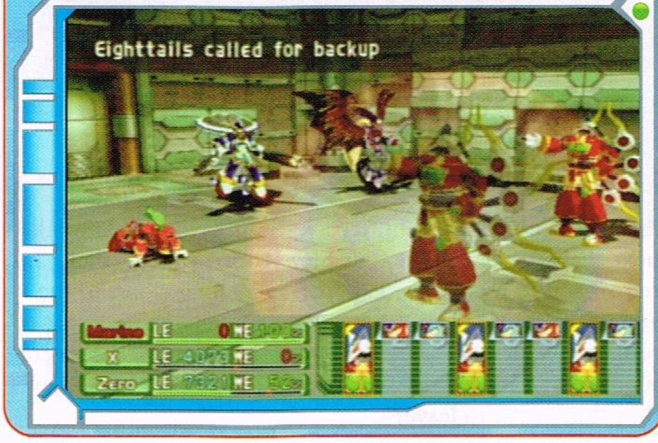
EIGHTTAILS

LIFE ENERGY	POWER	ARMOR	SHIELD	SPEED
58500	210	35	50	110

DAMAGE %		
FIRE	WATER	THUNDER
100	100	100

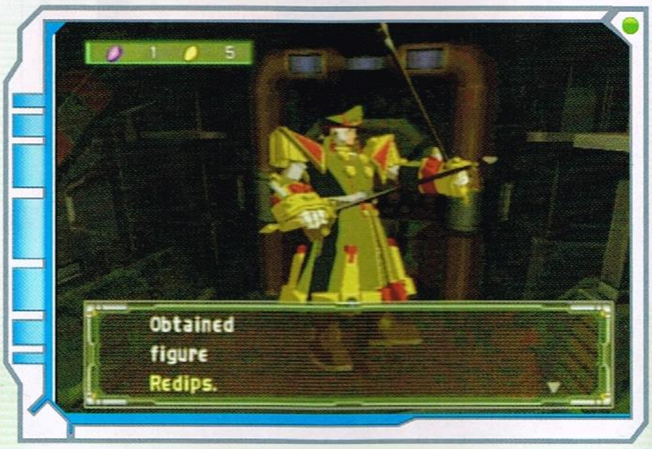


Two Eighttails, and their stats aren't too impressive for being this deep into the prison. But don't get cocky. They have the full complement of Element attacks at their disposal, but that's not the real threat. No no. The bad part about this fight (okay, the *really* bad part, as this isn't exactly a pleasure cruise in the first place) is that if one Eighttails is destroyed, the other can use SOS to call in another Eighttails to replace it! While this can certainly be a good EXP-gaining opportunity, it's also a prime chance to get your head handed to you. If you're lucky, the remaining Eighttails will instead try to attack; with X and Zero's Hyper Modes both being airborne, they have a much better chance at dodging his Combat attacks, and leaving him open for hurt. Like the Fivetails, Eighttails do not have a guaranteed item-drop on defeat, and the chances of them dropping an item are pretty slim, but very nice if they do: the **LE +1000** and **Full Specs +10 Force Metals.**



Eighttails called for backup

Backtrack to heal and save if you think you need to… well, saving is always good. The final section of the Sealed Area is dark indeed, visibility is low. Grab the nine **Sky Room prizes** along the way, and ignore the split off from the circle for now. Head all the way to the end of the circle to discover a wonderful prize…

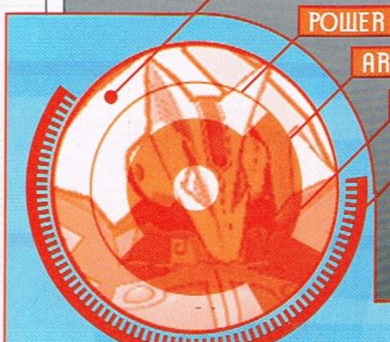


Obtained
figure
Redips.

A premium figure vending machine! No *wonder* they were isolated in a basement; they wanted those high-value and ultra-rare action figures to themselves! It all makes perfect sense now! Once you've spent your Figure Tokens, return to the split-off and take it to the small room inside the circle. Within is the final and most powerful member of the Tail clan, and he's more than ready to fight!

BOSS ALERT

NINETAILS



LIFE ENERGY	92500
POWER	400
ARMOR	90
SHIELD	95
SPEED	140

DAMAGE %		
FIRE	WATER	THUNDER
100	100	100

Ninetails is an odd one. His sheer power gives him the strength to decimate your party… yet he also has Regeneration, which he occasionally uses to revive any of your fallen members and restore 25% of their LE. Maybe he just likes beating up you so much that he doesn't want it to end so soon. His Nine Fragments move hits up to nine times, each hit ranging from 699~999 damage, which can really pile up. He also regenerates over 10000 LE each turn, adding to the fun. He has the full range of Elements, but considering his massive power, that's the least of your concerns. Consider yourself *lucky* if he uses a Fire attack rather than an Annihilator Hadouken or Nine Fragments.

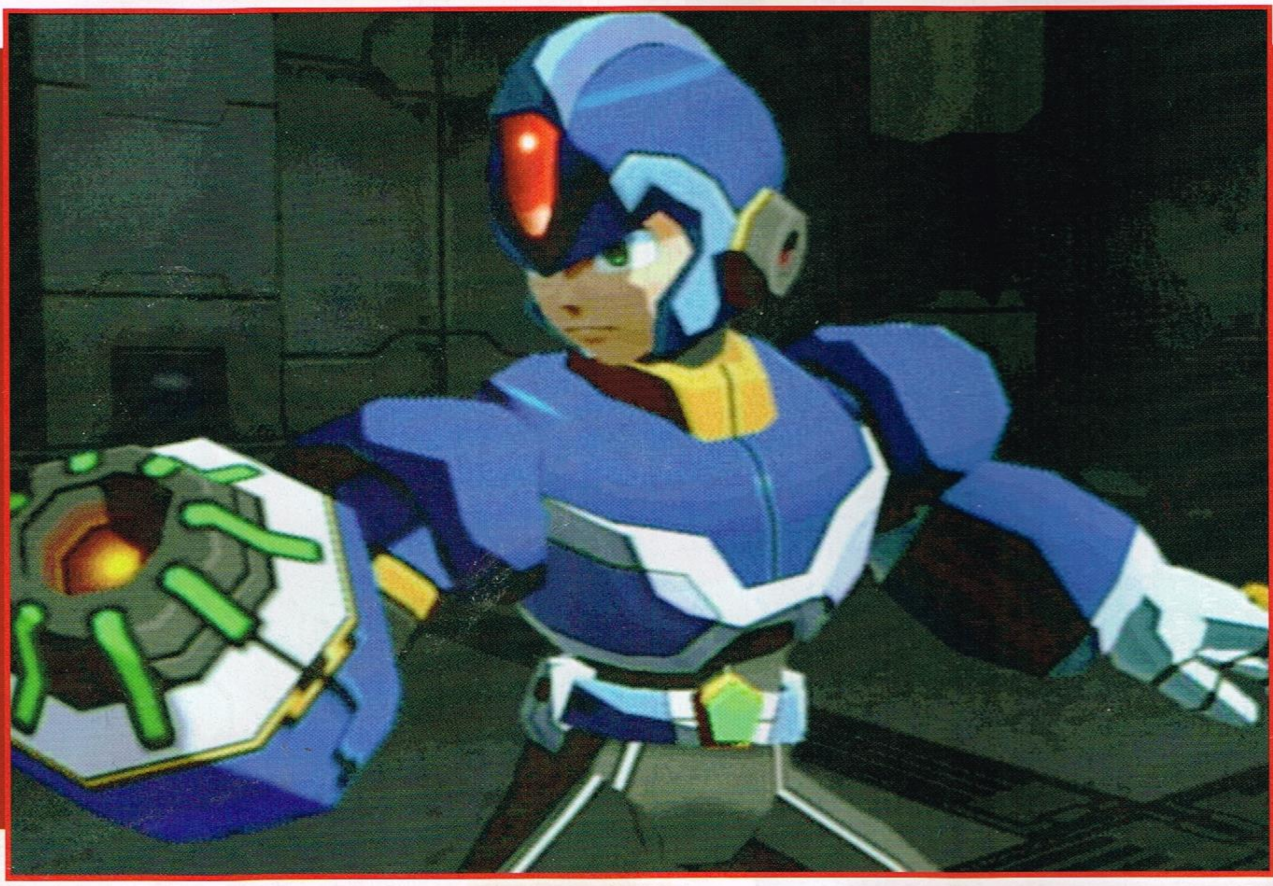
What strategy? All you can do is overpower him. Build up your levels before taking Ninetails on, and max out X and Zero's WE regeneration to make sure they get a near-100 WE Action Trigger every turn. Your backup member exists solely to heal here. Once Ninetails is down, he leaves behind a **Figure Token,** the **Ancient Gun** weapon for Axl, plus a DNA sample to finish up Axl's DNA Change chart!

With that, grab the six gems Ninetails was guarding; each one contains a **Sky Room prize**. You have bested the toughest of the tough… but can you make yourself even better? Keep building levels, exploring, stealing… you want everything, right?

CRITICAL HIT
COMMAND
TIME

3.1

THE RESISTANCE



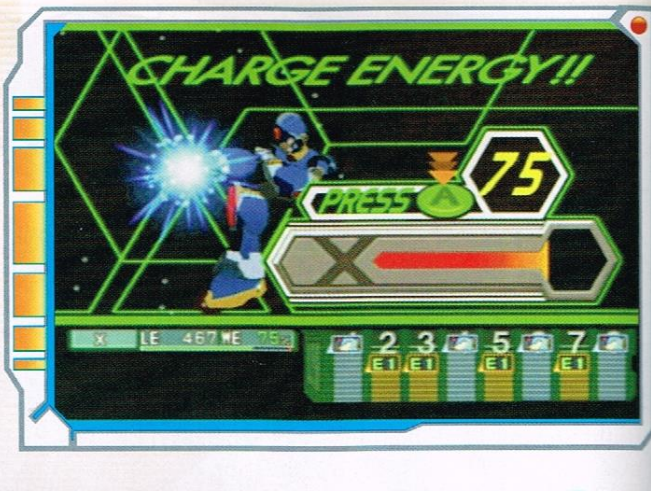
X

The final creation of the brilliant and kind-hearted Dr. Light, and the machine on which the Reploid race was built on, X wants nothing more than to live in peace. But he knows that as long as evil threatens the world, he must use his incredible and ever-expanding powers to defend the innocent. His potential power limit has yet to be achieved, or even calculated. He is often tormented by having to destroy other Reploids in order to achieve what seems to be only brief moments of peace, and his desire for nonviolent resolutions and his deep sense of trust can sometimes be exploited. But through it all, X will never, ever give up.

Versatility has always been X's strength. Though he favors Shot attacks normally, his Hyper Mode lets him switch to up-close Combat attacks if needed. He has Buster weapons for all three Elements and a high capacity for Force Metal use, making him a mainstay in your party.

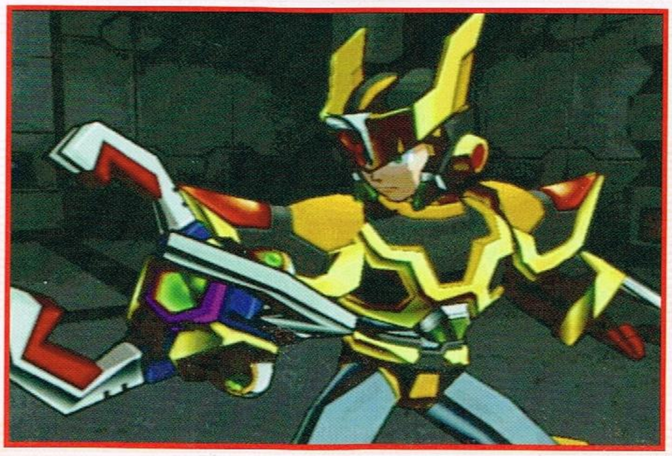
Final Strike Attack Style: Shot

ACTION TRIGGER: CHARGE SHOT



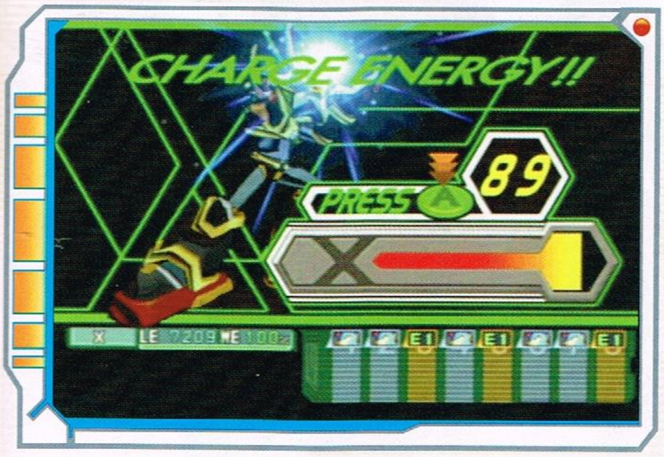
One of X's signature moves, and a very easy Action Trigger to pull off. Press and hold the attack button to charge up Weapon Energy, and release it to fire a spread-shot that strikes all enemies. The more WE charged, the stronger the shot. A 100% charge guarantees a critical strike.

HYPER MODE: X FIRE



Also known as the Cross Fire, X gains significant power, but loses his ability to strike multiple targets at once, switching to a primarily Combat-attack pattern. Both his unchangeable Shell Buster Sub-Weapon and the X Collider standard attack are Fire-Element moves, but X himself remains a neutral Element, his resistance to Fire and Water attacks not changing for better or worse.

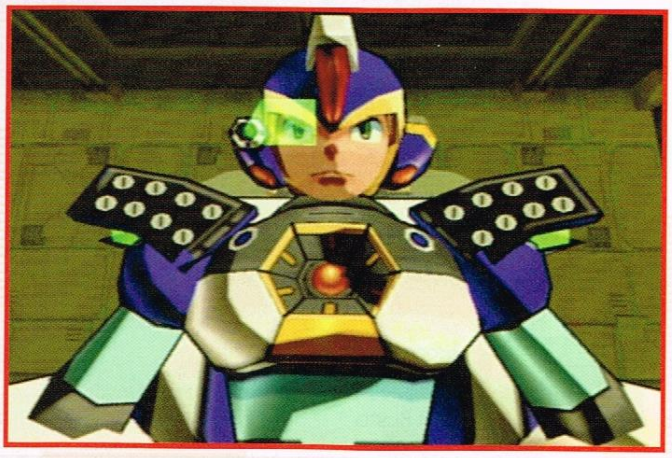
Final Strike Attack Style: Combat
Stat Changes: LE +50%, Power +50%, Speed +25%, WE Gain +25%, 50% damage from Combat/Shot attacks
Sub-Weapon 1: Power Charge
Sub-Weapon 2: Shell Buster



X FIRE ACTION TRIGGER: CHARGE COLLIDER

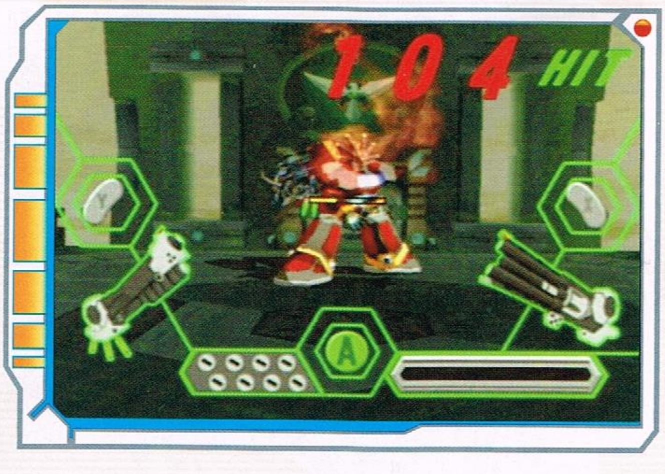
Press and hold the attack button to charge up Weapon Energy, and release it to activate a multi-hit Fire burst to a single target. The more WE charged, the stronger the attack.

HYPER MODE: ULTIMATE ARMOR



Hunting from the air with automatic weapons… now *that's* a sport! Getting this powerful flying form is a challenge, but well worth the effort. X gains incredible offensive power with the Giga Crush main weapon and a pair of powerful Sub-Weapons, plus being a flier gives him higher chance of dodging Combat attacks.

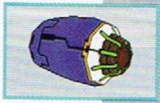
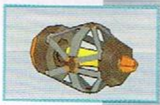
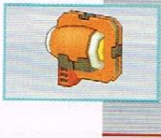
Final Strike Attack Style: Shot
Stat Changes: Power +100%, Speed +50%, WE Gain +40%
Sub-Weapon 1: Impact Cannon
Sub-Weapon 2: Strike Bullet



ULTIMATE ARMOR ACTION TRIGGER: NOVA STRIKE

A Final Strike all by itself, X unloads both Sub-Weapons and a missile rack into the enemy party. Change the target with the joystick and rapidly press the attack buttons within the time provided. The more WE when activated, the more firing time, leading to increased damage.

X'S WEAPONS

	WEAPON	POWER	ARMOR	SHIELD	SPEED	OBTAIN	DETAILS
	X Buster	10	5	5	-8	Starting weapon	
	X Buster MkII	30	12	12	-12	Ch.5 Shop	
	X Buster MkIII	110	30	30	-20	Cannon Driver (drop)	
	Guard Buster	12	10	10	-16	Hippopressor (drop)	
	Guard Buster MkII	20	18	18	-20	Ch.4 Shop	
	Guard Buster MkIII	60	30	30	-26	Ch.9 Shop	
	Scope Buster	20	9	9	-9	Ch.3 Shop	Accuracy +50%, critical strike +4%
	Scope Buster MkII	43	17	17	-13	Ch.7 Shop	Accuracy +50%, critical strike +4%
	Limit Buster	53	16	16	-16	Ch.8 Shop	Rarely deals finishing blow
	Limit Buster MkII	96	24	24	-20	Red Hubcap (drop)	Rarely deals finishing blow
	Fire Buster	15	7	7	-9	Ch.2 Shop	Fire shot
	Fire Buster MkII	37	14	14	-10	Mach Jentler (Ch.5 drop)	Fire shot
	Fire Buster MkIII	80	23	23	-13	Ch.10 Shop	Fire shot
	Thunder Buster	18	9	9	-10	Wild Jango (Ch.2 drop)	Electric shot
	Thunder Buster MkII	38	15	15	-12	Ch.6 Shop	Electric shot
	Thunder Buster MkIII	81	25	25	-16	Scarface (fight 2 drop), Ch.10 Shop	Electric shot
	Ice Buster	22	10	10	-11	Silver Horn (Ch.3 drop)	Ice shot
	Ice Buster MkII	39	14	14	-12	Ch.6 Shop	Ice shot
	Ice Buster MkIII	83	23	23	-16	Ch.10 Shop	Ice shot
	Gatling Buster	15	5	5	-22	Killer Mantis (steal)	8-Shot attack, accuracy -30%
	Gatling Buster MkII	20	8	8	-23	Melda Plant Item Gem	8-Shot attack, accuracy -30%
	Aero Buster	34	1	1	-2	Ulfat Factory Item Gem	Combat/Shot evasion +5%
	Aero Buster MkII	72	3	3	-5	Ch.9 Shop	Combat/Shot evasion +5%
	Brave Buster	80	20	20	-24	Metaroid (steal)	Shot power increases with LE loss
	Turbo Buster	90	10	10	0	Cumin's Secret Shop	Shot power increases with higher WE

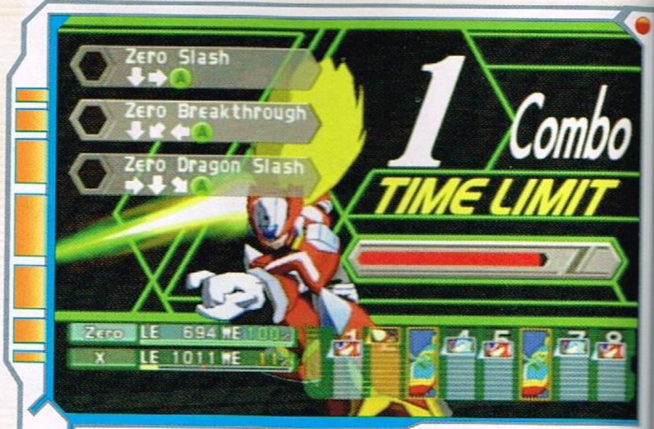
ZERO

Like X, Zero is actually a relic of a bygone century. He was originally built by the villainous Dr. Wily to be the ultimate weapon, locked in a time capsule just as X was and set to awaken at the same time... then seek out and destroy him, as well as spread a malignant computer virus across all robotkind. But the virus was passed to the Hunter Sigma, and Zero soon became one of the most powerful Maverick Hunters himself. But he cannot fully escape his dark origin; he is often aloof and chilly, does not trust strangers, and in battle can be absolutely ruthless.

Close-range power is Zero's game. Like X, he has Weapons for each Element, giving him a greater range against bosses. But Zero's ability to us Force Metals is very diminished, with only three slots and a much lower immunity to Force Metal overload. He's also a little slower, but when he hits, he hits hard.

Final Strike Attack Style: Combat

ACTION TRIGGER: COMMAND ARTS

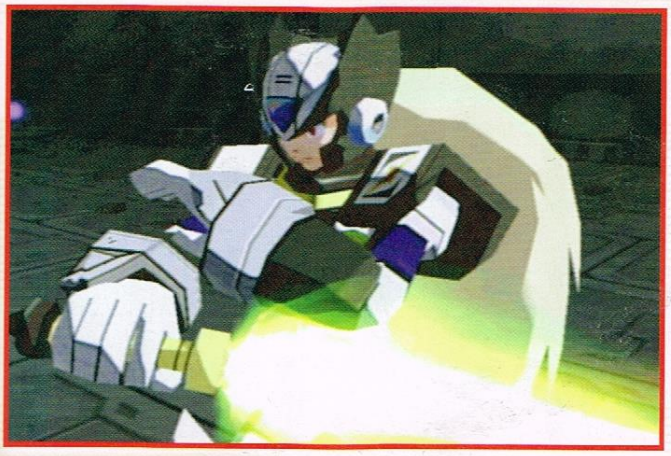


Zero trades in his WE for the ability to chain together a string of attacks against a single foe. Enter repeated joystick/button commands within the time limit given. The higher Zero's WE when activated, the more time you have to input commands. Though he starts with only three available moves, he can bring this up to five moves with 300 then 999 successful command inputs total.

COMMAND ARTS

COMMAND	ATTACK	EFFECT
↓↘→ A/●	Zero Slash	Standard attack at -20% power
↓↙← A/●	Zero Breakthrough	Attack at -70% power, ignores enemy armor
→↓↘ A/●	Zero Dragon Slash	Attack with 65% accuracy against airborne enemies
←↙↓↘→+ A/●	Zero Wave Slash	Attack randomly between -50% and +100% power
→↘↓↙←↖↑+ A/●	Zero Skull Crush	Guaranteed critical attack

HYPER MODE: BLACK ZERO

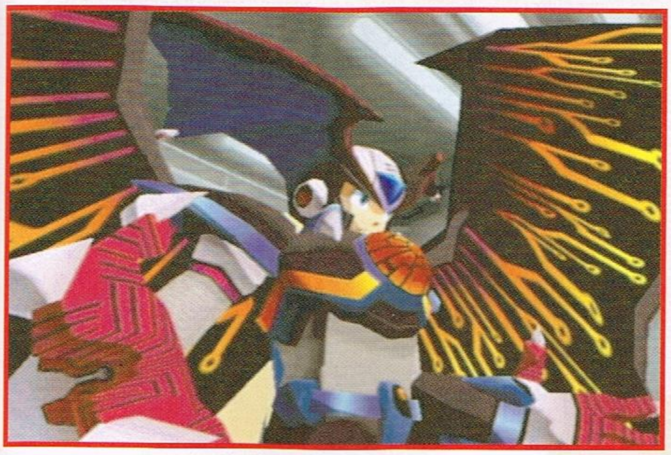


Zero's shadowy color scheme does more than go with any outfit. His abilities are enhanced considerably, giving him more power and a much quicker turnaround time. Compared to X though, his Hyper Mode does not last too long, so spend a few Gain Hypers on him.

Final Strike Attack Style: Combat

Stat Changes: Power +100%, Speed +50%, WE Gain +25%, 75% damage from Fire attacks

HYPER MODE: ABSOLUTE ZERO



Looking for all the world like the powered-up form of Dr. Wily's other "ultimate" killer robot, Absolute Zero is a devastating form geared toward combat attacks with and Ice Element effect. As a flier, his evasion to Combat attacks is naturally increased. There is another risk with this form though; if Zero's LE is at 25% or less when his turn comes up he goes Berserk, and not even a Cooler Item can calm him down. The only way for him to return to normal is if he hits himself, or if his LE rises to 26% or more before his next turn.

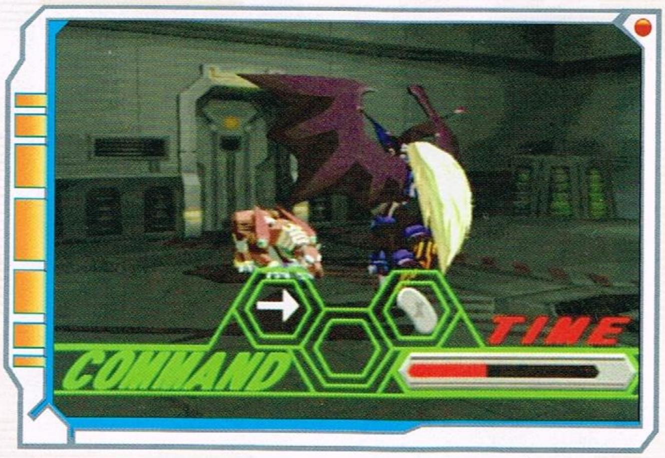
Final Strike Attack Style: Combat

Stat Changes: LE +50%, Power +100%, Speed +50%, WE Gain +50%, 50% damage from Water attacks

Sub-Weapon 1: Brutal Right

Sub-Weapon 2: Killer Left

ABSOLUTE ZERO ACTION TRIGGER: CALAMITOUS ARTS

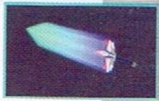


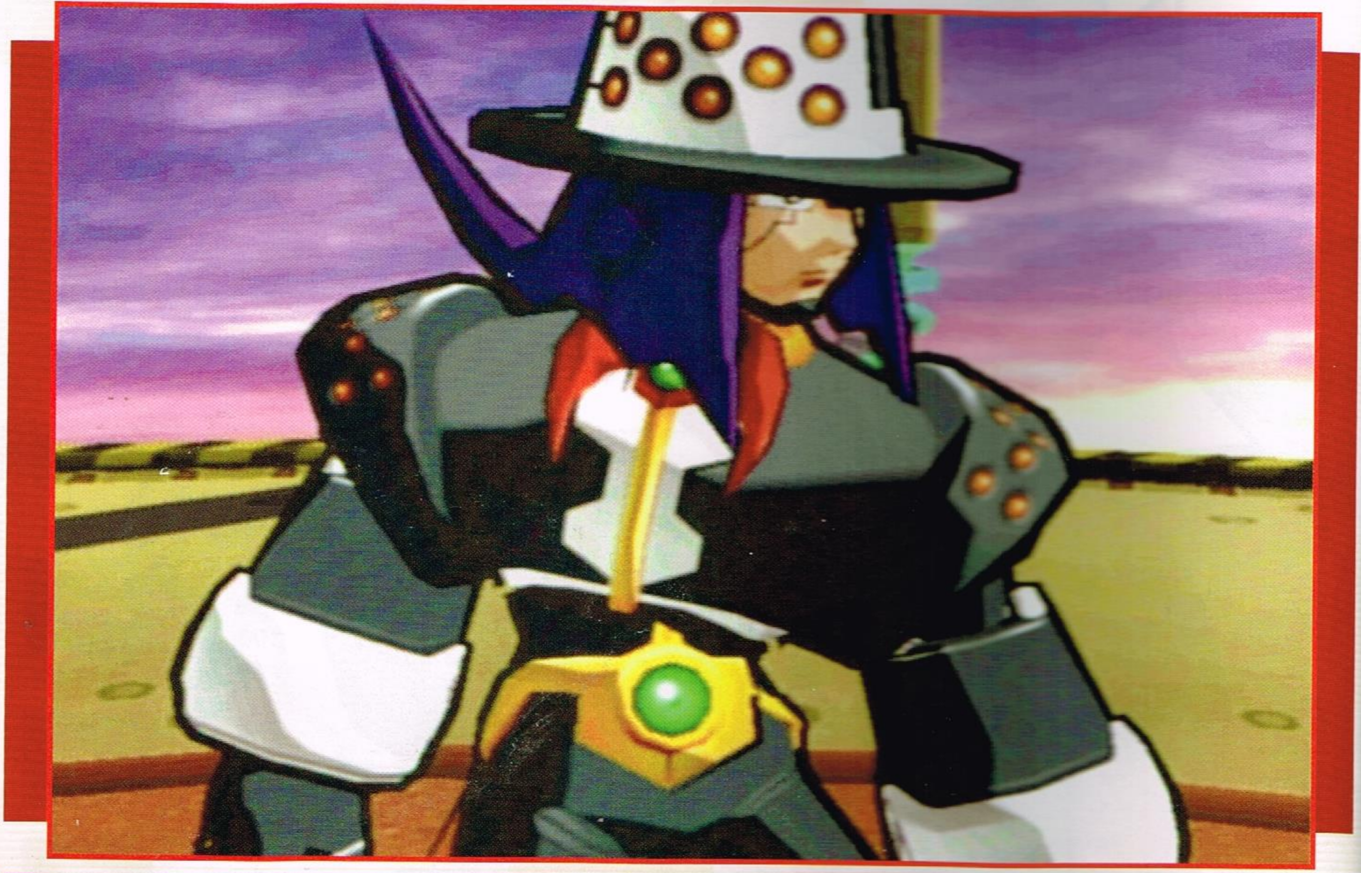
An incredibly well-named move, Zero gets right in his target's face and begins a savage pummeling. Watch the display at the bottom of the screen and press the randomly-selected joystick/button combination given to attack. The higher Zero's WE when activated, the more time he has to attack, plus more powerful moves are put into the move pool.

CALAMITOUS ARTS

COMMAND	ATTACK	EFFECT
← + Y/■	Left Kick	Guaranteed critical Ice attack at +25% power
→ + X/▲	Right Kick	Ice attack at +50% power
↓ + Y/■	Surge Strike	Combat attack randomly between -50% and +100% power
↑ + X/▲	Rising Dragon Punch	Ignores target armor
Y/■, X/▲	Skull Crush	Guaranteed critical strike at +25% Power
A/●	Whirlwind Leg	Ice attack at -25% power, ignores target armor

ZERO'S WEAPONS

	WEAPON	POWER	ARMOR	SHIELD	SPEED	OBTAIN	DETAILS
	Z Saber	2	5	4	-8	Starting weapon	2-hit attack
	Z Saber+	10	12	10	-11	Starting weapon (Ch.5)	2-hit attack
	Z Saber++	24	17	15	-13	Ch.8 Shop	2-hit attack
	Z Saber+++	50	30	25	-25	Grave Base Item Gem	2-hit attack
	Flame Saber	34	18	16	-10	Ch.6 Shop	Fire attack
	Flame Saber+	82	22	20	-18	Ch.10 Shop	Fire attack
	Ice Saber	36	18	16	-12	Ch.6 Shop	Ice attack
	Ice Saber+	85	22	20	-20	Ch.10 Shop	Ice attack
	Thunder Saber	35	20	18	-12	Ch.6 Shop	Thunder attack
	Thunder Saber+	83	23	21	-20	Scarface (fight 2 drop), Ch.10 Shop	Thunder attack
	Z Ichimonji	20	11	14	-7	Shadow (drop)	2-hit attack, break armor, power at 40%
	Rei Ichimonji	60	20	25	-9	Redips (steal)	2-hit attack, break armor, power at 40%
	Z Rapier	12	3	1-3	-3	Ch.7 Shop	3-hit attack, Combat/Shot evasion +5%
	Z Rapier+	40	8	4	-5	Red Stinger (drop)	3-hit attack, Combat/Shot evasion +5%
	Doubletooth	40	20	24	-16	Vanallia Mechaniloid	Critical strike +3%
	Doubletooth+	63	20	18	-20	Ch.9 Shop	Critical strike +3%
	Soul Saber	50	26	30	-15	Cumin's Secret Shop	Increased damage with below LE 25%
	Red Lotus Saber	80	0	0	-0	Fourtails (drop)	3-hit attack, Armor & Shield converted to Power



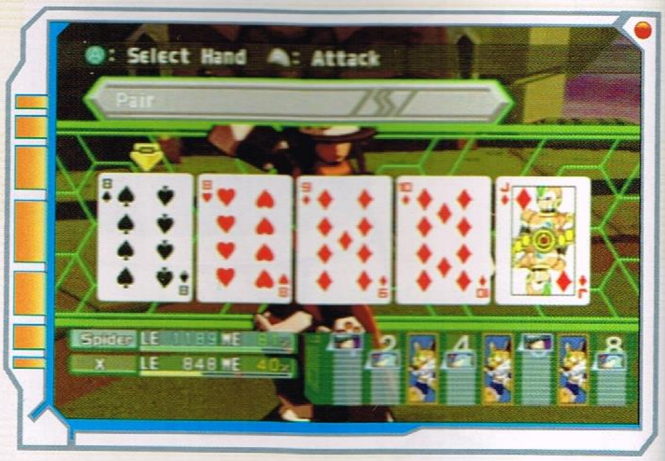
SPIDER

A mysterious bounty hunter, Spider's true motives are unclear at best. An amoral loner willing to do any job for the highest bidder, Spider changed his tune upon discovering the death of his old partner, Aile, and joined X and the Resistance against the Rebellion. Or so he claims. But there is far more to Spider than meets the eye, and the secrets he holds could be catastrophic for all Reploid-kind.

Spider may not be much for variety of attack, but he's pretty solid with his Card Launcher. All of his weapons are fairly ordinary shot attacks, but each of the four weapon-card suits available to him has a different bonus effect when his LE is at 75% or more, two of which directly add to his offensive potential. He's pretty quick and a good dodger, a solid character for the early levels.

Final Strike Attack Style: Shot

ACTION TRIGGER: FORTUNE CARD

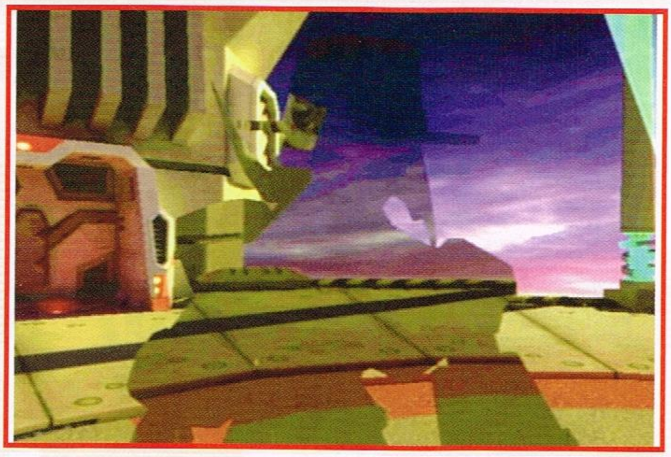


When Spider deals a hand of poker, his opponents can lose a lot more than their shirts. He draws five cards with values from 8 up to Ace, and can switch out any or all of them as he wishes once. The results of his hand determine what his attack will be. The higher his WE is when activated, the luckier he is, meaning a higher chance of more powerful hands.

FORTUNE CARD CHART

HAND	EFFECT
Pair	2-shot attack
Two Pair	2-shot attack, 2nd shot +50% critical chance
Tri Card	3-shot Fire, Water & Thunder attack
Straight	5-shot attack, final shot guaranteed critical
Flush	1-shot Blinding attack
Death House	1-shot attack with chance of instant kill
Four Penalty	All enemies -25% Power, Armor, Shield and Speed
Straight Flush	3-shot attack against all enemies, final hit guaranteed critical
RSF	+200% shot attack against all enemies, high instant-kill rate

HYPER MODE: TRICKSTAR



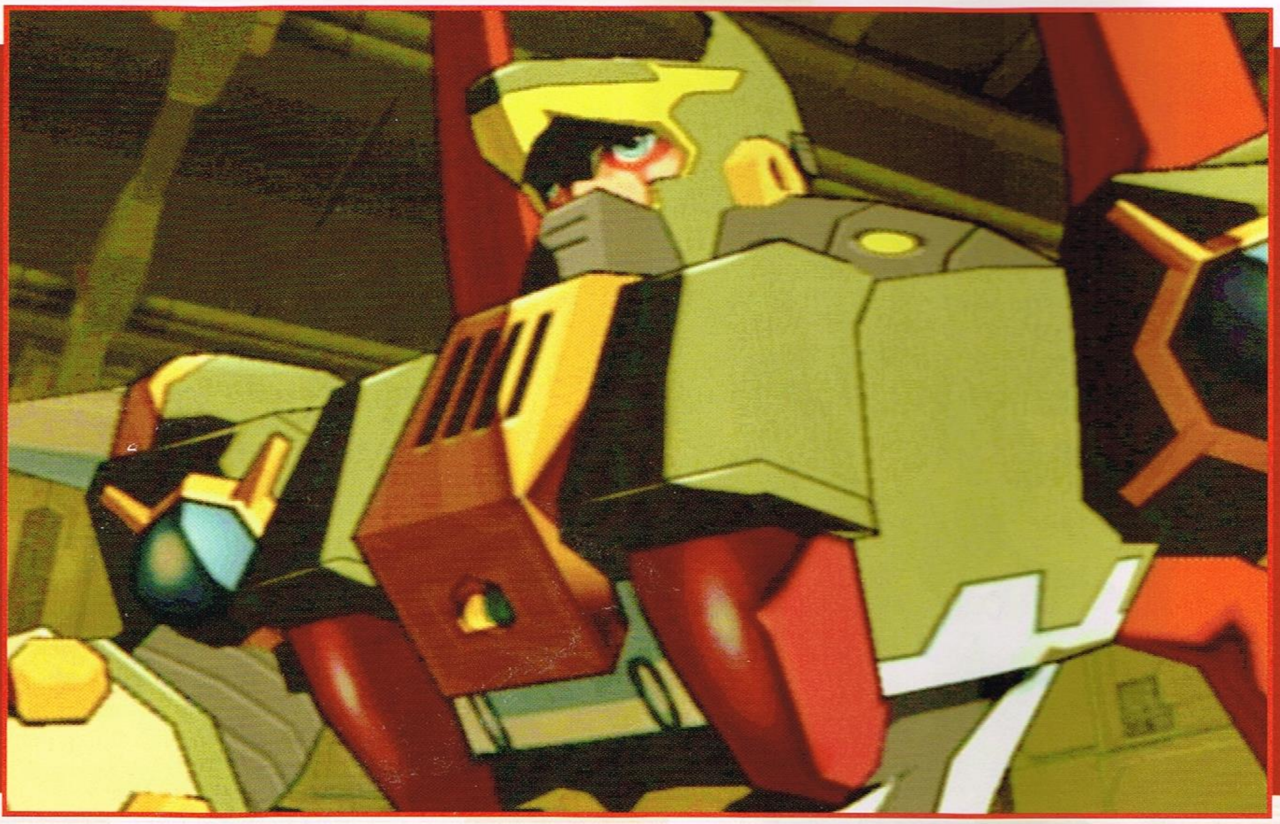
Spider is indeed a tricky one; when he slips into Trickstar mode, he can't be touched. Enemy attacks of all varieties slide right through him, he's not affected by status changes; he is completely invulnerable, plus he gets a nice power-boost. However, this comes with two downsides; first, the move has a very low number of active turns, and second, Spider's not even affected by *allies'* moves, so aiding items are wasted on him while he's cloaked.

Final Strike Attack Style: Shot

Stat Changes: Power +100%, Speed -25%

SPIDER'S WEAPONS

WEAPON	POWER	ARMOR	SHIELD	SPEED	OBTAIN	DETAILS
Jack of Spades	15	5	6	0	Ch.3 Shop	Attacks all at WE 75%+
Jack of Clubs	18	1	2	0	Ch.3 Shop	2 hits at WE 75%+, critical strike +3%
Jack of Diamonds	12	4	5	10	Starting weapon	Final blow boosts Zenny at WE 75%+
Jack of Hearts	13	10	11	0	Tianna Camp Item Gem	Final blow boosts EXP at WE 75%+
Queen of Spades	21	9	10	0	Ch.4 Shop	Attacks all at WE 75%+
Queen of Clubs	24	3	4	0	Ch.4 Shop	2 hits at WE 75%+, critical strike +3%
Queen of Diamonds	17	8	9	10	Tianna Camp Item Gem	Final blow boosts Zenny at WE 75%+
Queen of Hearts	19	15	16	0	Gaudile Lab Item Gem	Final blow boosts EXP at WE 75%+
King of Spades	24	12	13	0	Ch.5 Shop	Attacks all at WE 75%+
King of Clubs	28	5	6	0	Ch.5 Shop	2 hits at WE 75%+, critical strike +3%
King of Diamonds	20	11	12	10	Gulpfast (steal)	Final blow boosts Zenny at WE 75%+
King of Hearts	22	20	21	0	Ulfat Factory Item Gem	Final blow boosts EXP at WE 75%+
Ace of Spades	25	13	14	0	Gimialla Mine Item Gem	Attacks all at WE 75%+, accuracy +25%, critical strike +5%
Ace of Clubs	29	6	7	0	Mega Mantor (drop)	2 hits at WE 75%+, critical strike +30%
Ace of Diamonds	21	12	13	25	Silver Mettaur (steal)	Final blow boosts Zenny at WE 75%+
Ace of Hearts	23	21	22	0	Gimialla Item Gem	Final blow boosts EXP at WE 75%+
Joker	21	21	21	21	Eternal Forest	Random effects from all 4 suits



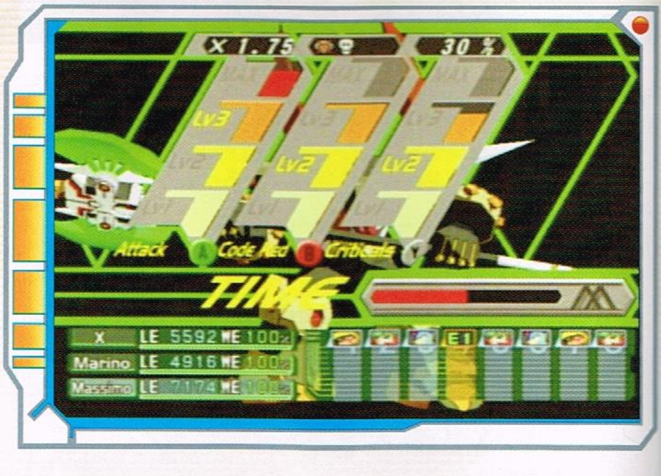
MASSIMO

Steel Massimo is a legend among the Resistance; a warrior of colossal strength and endurance who has faced legions of Rebellion forces and won. But precious few know the truth; the "true" Massimo was in fact captured and executed by the Rebellion. But his armor was entrusted to another Resistance fighter, who reluctantly took the mantle of and name of Massimo. Though scared out of his mind at first, working with X has shown him how to be strong mentally as well as physically, and given him the confidence in himself he needs to continue the legacy of Steel Massimo.

Massimo is at a big disadvantage when fighting enemies that use Elements, as he takes 150% damage from all Element attacks without Force Metal augmentation. This too is tricky, as Massimo only has two slots for Force Metals. But when it comes to raw physical combat, Massimo's hard to top. If you need muscle, he's your Reploid.

Final Strike Attack Style: Combat

ACTION TRIGGER: BERSERK CHARGE



X LE 5592 WE 100%
Marino LE 4916 WE 100%
Massimo LE 7174 WE 100%

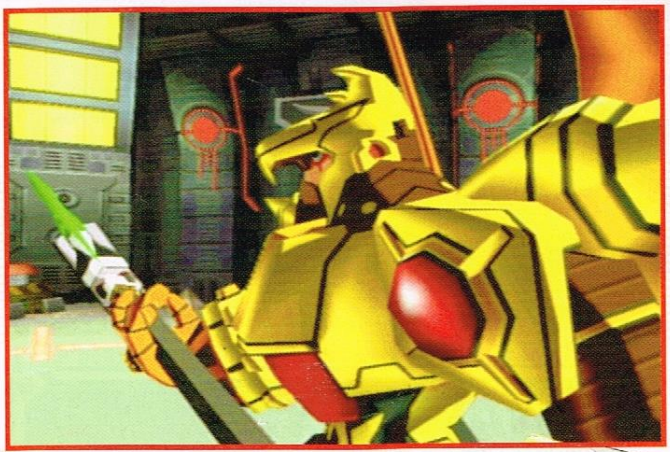
Drawing up his WE reserves, Massimo converts it all into a powerful beam of energy against a single target. Mash the buttons under each bar within the time limit provided to juice up the beam. The higher Massimo's WE when activated, the more time he has. He starts with only the ability to increase his attack power and add status effects, but can add two more effects by inflicting over 3000 damage, then 10000 damage within a single turn.

Attack: Up to +100% power
Code Red: Add Blind, Virus, Bind and Berserk effects
Criticals: Up to 80% chance of Critical Strike
Multistage: Up to 12 successive hits

HYPER MODE: GLINT ARMOR

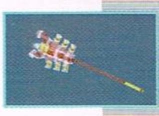
Final Strike Attack Style: Combat

Stat Changes: LE +50%, Power +50%, Armor +25%, Shield +25%, WE Gain +50%, -50% damage from all Element attacks



Massimo was by no means a lightweight before, but the Glint Armor makes him positively heavy-duty hardware. Though his moves are all the same as before, his offensive and defensive ratings are boosted considerably. Plus he's nice and shiny!

MASSIMO'S WEAPONS

	WEAPON	POWER	ARMOR	SHIELD	SPEED	OBTAIN	DETAILS
	Massive Lance	18	7	6	-8	Starting weapon	
	Massive Lance Beta	34	15	14	-12	Ch.6 Shop	
	Massive Lance Gamma	62	20	19	-14	Ch.9 Shop	
	Protect Lance	19	20	18	-26	Ch.4 Shop	Defense against status changes +2%
	Protect Lance Beta	38	25	23	-30	Ch.7 Shop	Defense against status changes +2%
	Protect Lance Gamma	72	33	31	-32	Ch.10 Shop	Defense against status changes +2%
	Crash Hammer	30	12	11	-28	Ch.5 Shop	Critical strike +20%, accuracy -3%
	Crash Hammer Beta	48	17	16	-29	Ch.8 Shop	Critical strike +20%, accuracy -3%
	Shock Lance	20	5	4	-9	Radar Killer (drop)	Thunder attack, Bind effect
	Shock Lance Beta	72	9	8	-13	Scarface (fight 1 drop)	Thunder attack, Bind effect
	Interceptor	93	16	14	-16	Cumin's Secret Shop	Chance to cancel enemy attack
	Jet Guillotine	56	10	10	-10	Mettaur Gigant (drop)	Attacks all enemies
	Beast Lance	120	30	30	-20	Depth Dragoon (steal)	Fire attack, recoil damage

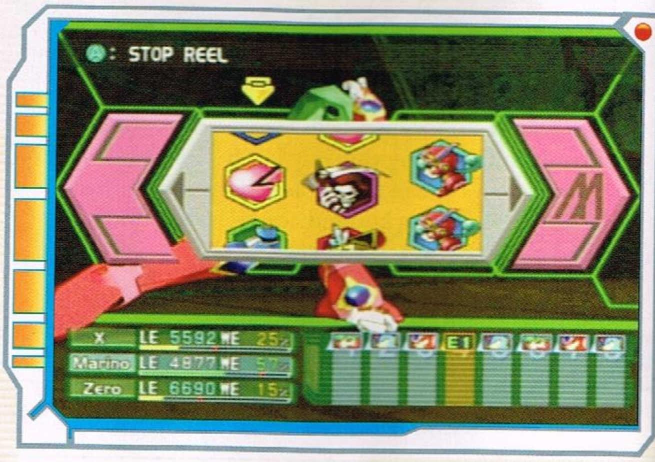
MARINO

Lightning-fast with weapons as well as wit, Marino describes herself as a "petty thief", but her ambitions are anything but petty. Seeing the conflict between the Rebellion and Resistance the perfect smokescreen for her activities, she snuck into Giga City in order to steal the rumored Force Metal Generator for herself. But hen she was nearly killed by Dr. Psyche's goons, Cinnamon saved her life, and she threw her lot in with the Rebellion. Though she still acts like a cynical loner at times, Cinnamon and X's selfless behavior has brought out a more generous side to her.

Marino makes up for her relatively low strength with incredible speed and versatility. She can equip both Combat and Shot Weapons, the latter also being available in all three Elements, further increasing her flexibility. Her various Action Trigger results up her offensive skills, plus allow her to liberate enemies of valuable items that would otherwise be quite difficult to take.

Final Strike Attack Style: Combat

ACTION TRIGGER: EMOTIONAL REEL



It takes a sharp eye and good reflexes to use, but the Emotional Reel's variety of attacks can really help. As the reels spin; hit the attack button to stop them so they line up three of the same symbol in a row. Mismatched symbols (or three "minus" symbols) results in the Marino Stamp, a Combat attack that's only 30% stronger than her normal move. Though she starts with only three winning combinations, she can raise it to five as time goes on.

EMOTIONAL REEL CHART

	MOVE	EFFECT
	Hyper Dive	Combat attack at +100% power
	I'll Take That!	1-hit attack, guaranteed item steal
	Your Life, Please!	3-hit attack at +50% power, LE gain equal to damage given
	Scattered Flower	3-hit Shot attack with high chance of instant-kill
	Mirage Dive	1-hit Combat attack at +150% power
	Marino Stamp	Combat attack at +30% power

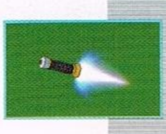
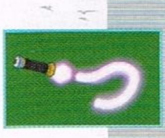
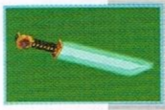
HYPER MODE: QUICKSILVER

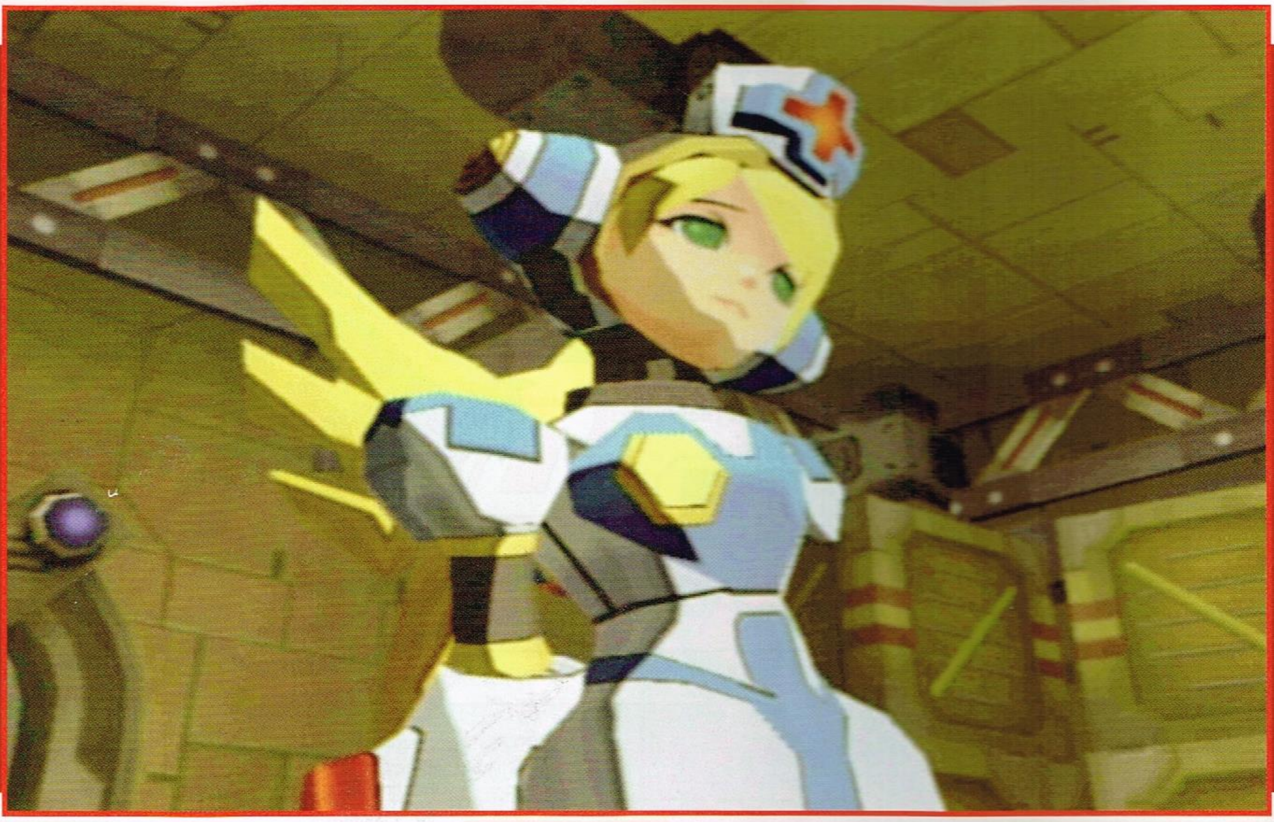
Final Strike Attack Style: Combat

Stat Changes: LE +50%, Power +20%, Speed +200%, 75% damage from Water attacks

Marino's Hyper Mode has several enhancements, but they all pale before her phenomenal speed. At higher levels, Quicksilver can give her a string of a half-dozen or more uninterrupted turns! While this can be used to lay on a steady stream of attacks, it's also useful for using multiple party-assisting items or sub-weapons, prepping them for combat.

MARINO'S WEAPONS

	WEAPON	POWER	ARMOR	SHIELD	SPEED	OBTAIN	DETAILS
	Beam Knife	9	10	9	-6	Starting weapon	2-hit attack
	Fire Star	30	10	12	-12	Fire Glob (drop)	3-hit Fire shot
	Ice Star	30	10	12	-12	Liquid Glob (drop)	3-hit Ice shot
	Thunder Star	30	10	12	-12	Plasma Glob (drop)	3-hit Thunder shot
	Fire Stella	60	12	14	-14	Botos (Fight 1 drop)	Fire shot, hit all enemies
	Ice Stella	60	12	14	-14	Ferham (drop)	Ice shot, hit all enemies
	Thunder Stella	60	12	14	-14	Vanallia Item Gem	Thunder shot, hit all enemies
	Fire Comet	78	14	16	-16	Ch.10 Shop	5-hit Fire shot
	Ice Comet	78	14	16	-16	Ch.10 Shop	5-hit Ice shot
	Thunder Comet	78	14	16	-16	Ch.10 Shop	5-hit Thunder shot
	Beam Chakram	11	2	3	-4	Ch.5 Shop	3-hit attack
	Beam Chakram S	22	4	6	-4	Ch.8 Shop	3-hit attack
	Beam Miracle	35	15	16	-13	Silver Mettaur (drop)	Final blow boosts Zenny
	Beam Miracle S	72	20	21	-15	Grave Base Item Gem	Final blow boosts Zenny
	Beam Wonder	26	13	13	-11	Rush Loader (steal)	Final Blow boosts EXP
	Beam Wonder S	50	16	17	-13	Degraver (drop	Final Blow boosts EXP
	Beam Blade	24	13	14	-8	Ch.6 Shop	2-hit attack
	Beam Blade S	46	18	19	-14	Ch.9 Shop	2-hit attack
	Beam Dagger	42	17	18	-7	Ch.7 Shop	Blind Effect
	Beam Sword	62	23	25	-18	Redips (drop)	2-hit attack
	Vengeful Needles	0	30	30	-30	Cumin's Secret Shop	Damage = damage received



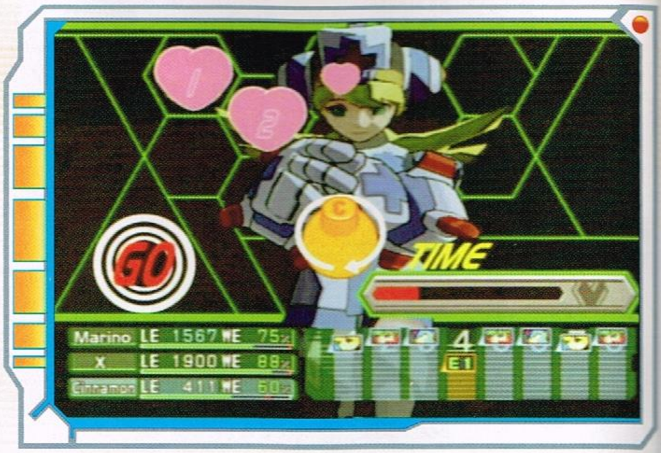
CINNAMON

Created by Prof. Gaudile, Cinnamon is young, timid and innocent... which Gaudile hoped would prove the perfect disguise for the powerful Force Metal Generator contained within her body. His precautions failed, however, as both the thief Marino and the Rebellion's Dr. Psyche came looking for her. But Cinnamon quickly befriended the thief, and witnessing X and Marino's fight against Psyche encouraged her to join the Resistance, and her conviction won over the reluctant Gaudile as well.

Cinnamon's strengths lie more in her healing skill and support effects. Most of her Weapons are designed to inflict added effects like Virus and Berserk, or lower the target's attributes. Her default Energy Field briefly supplies the party with extra WE, a valuable ability in a pinch. Her low strength is also counterbalanced by her high defense against Elements; she only takes 50% damage from any Elemental attack.

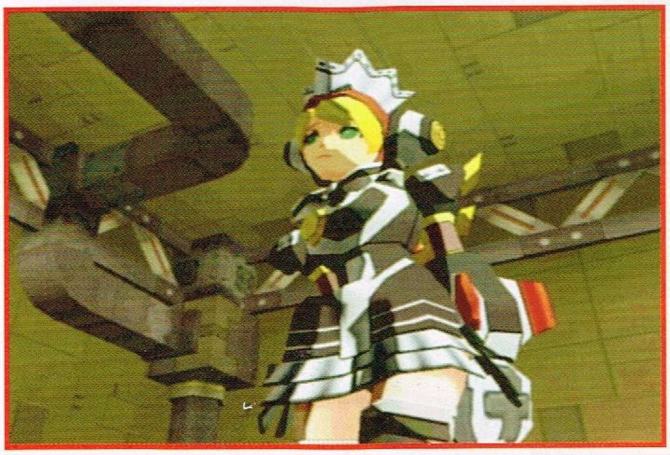
Final Strike Attack Style: Shot

ACTION TRIGGER: ANGELIC AIDE



Round and round the secondary joystick goes, and when it stops, the LE grows. (Sorry.) As you rotate the secondary joystick, hearts grow on the screen, and each complete heart restores 10% of the party's maximum LE. She starts with only the ability to restore 20%, but as time progresses, more hearts become available, increasing her healing ability.

HYPER MODE: IRON MAIDEN



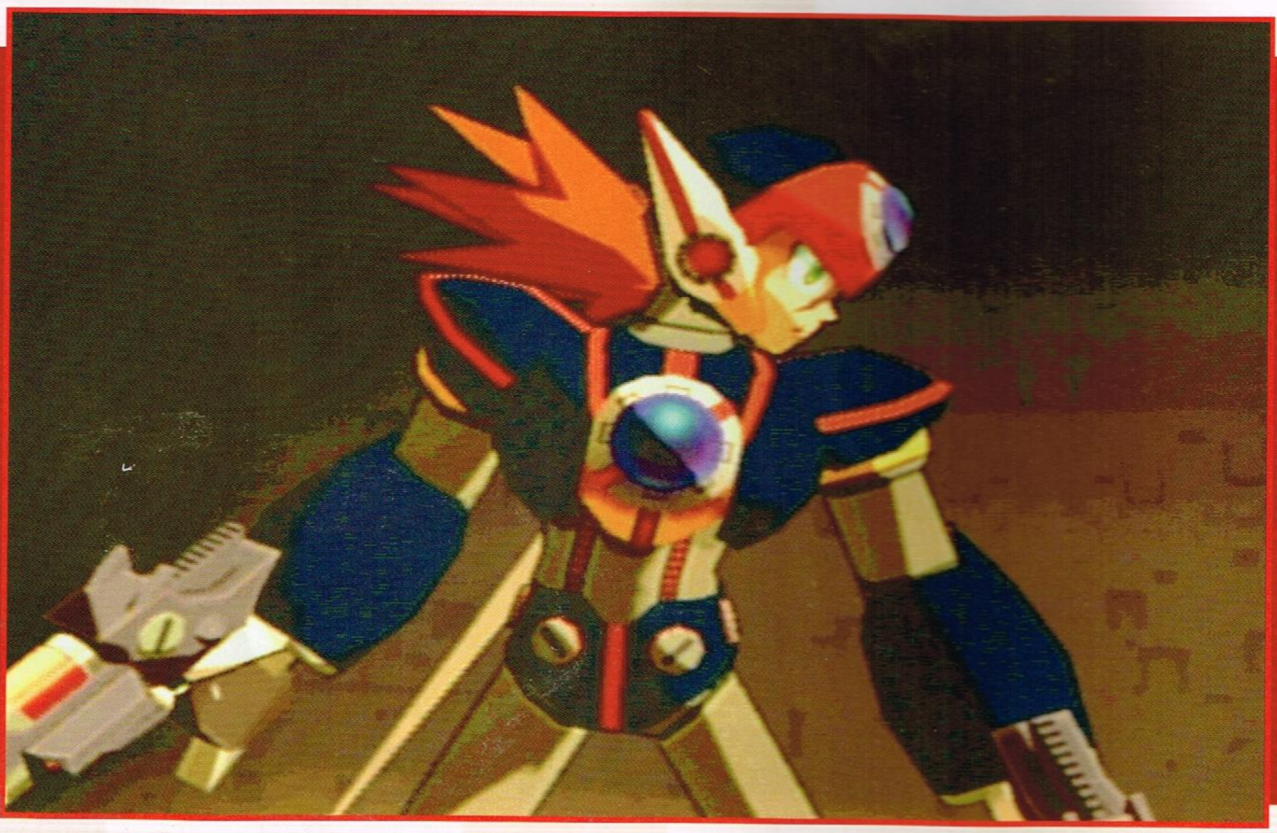
Cinnamon doesn't look quite so innocent in this getup. Which is somewhat befitting, as it boosts her offensive skills. Iron Maiden is also unique in that it actually effects her active teammates as well, giving them an added 25% to their WE gain rate!

Final Strike Attack Style: Shot

Stat Changes: LE +50%, Power +50%

CINNAMON'S WEAPONS

	WEAPON	POWER	ARMOR	SHIELD	SPEED	OBTAIN	DETAILS
	Angels Hand	14	14	18	-16	Starting Weapon	2-hit attack
	Archangel	34	24	24	-20	Ch.8 Shop	2-hit attack
	Divine Hand	58	32	32	-24	Ch.10 Shop	2-hit attack
	Injector	24	12	12	-8	Preon Nurse	Inject Virus
	Drill Arm	28	14	14	-2	Ch.6 Shop	Reduce enemy armor 50%
	Melting Arm	33	16	16	-2	Ch.7 Shop	Reduce Enemy shield 50%
	Head Hammer	59	18	18	-4	Ch.9 Shop	Berserk enemy
	Metal Boxer	20	3	3	-16	Ch.5 Shop	2-hit attack, high critical %, evasion +15%
	Full Metal Boxer	56	5	5	-24	Zwei Hammer (drop)	2-hit attack, high critical %, evasion +15%
	O Effecter	52	20	20	-4	Preon Doc (drop)	Nullifies enemy assist effects
	Kitty Gloves	16	8	8	0	Cumin's Secret Shop, Gift Box (drop)	5-hit attack, reduce enemy stats

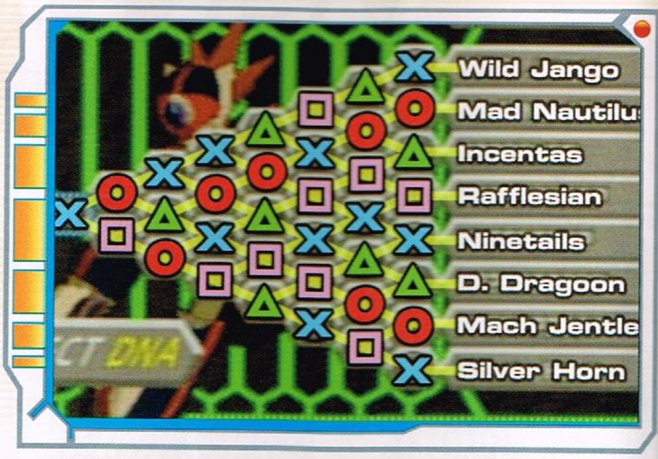


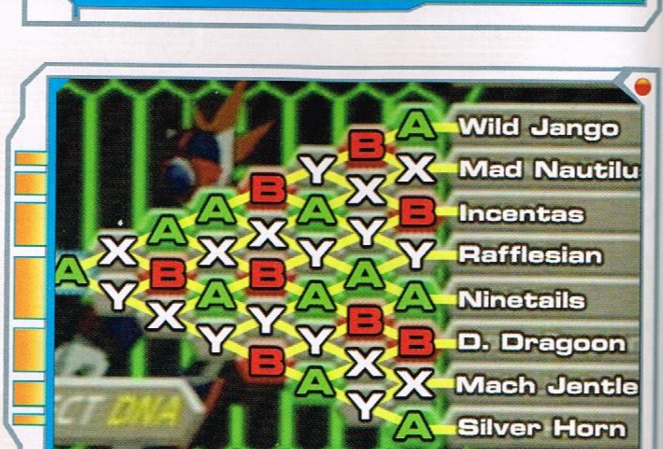
AXL

A young Reploid of unknown origin, Axl was originally a member of the Red Alert bounty hunter organization. But when Red Alert was infiltrated by the evil Sigma and its agents turned Maverick, Axl fled and soon found himself in the company of the Maverick Hunters Zero and X. Axl idolizes the two Hunters, and yearns to be a Hunter himself, but has set out to prove his worth as a rogue agent, much to X's chagrin. The search for clues to his own origin and his shape-changing ability has led Axl to Giga City, where rumor has it similar technology has been developed...

Axl quite effectively replaces Spider in the projectile-thrower department, with a much wider variety of attack styles. Most of his weapons can be bought rather than needing to be won or found, making equipping him to your satisfaction easier. On top of all that, his DNA Change gives him some incredibly powerful attacks, some with Element properties!

Final Strike Attack Style: Shot


Wild Jango
Mad Nautilu
Incentas
Rafflesian
Ninetails
D. Dragoon
Mach Jentle
Silver Horn
CT DNA


Wild Jango
Mad Nautilu
Incentas
Rafflesian
Ninetails
D. Dragoon
Mach Jentle
Silver Horn
CT DNA

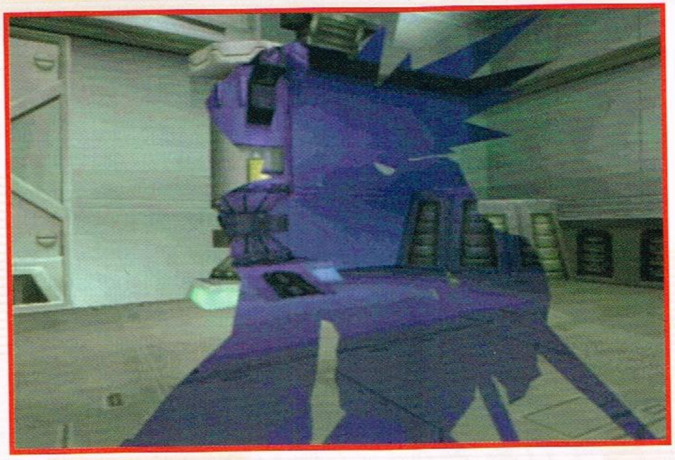
ACTION TRIGGER: DNA CHANGE

A keen eye or good memory is needed to activate the DNA Change. As certain bosses fall, Axl takes a DNA sample from them, which allows him to assume their form for a brief time and utilize their powerful attacks. Activating each form requires pressing buttons along a branching chain to reach the intended form. The higher Axl's WE when the move is activated, the more time he has to complete the DNA sequence. If you end up hitting a blank space or not finishing the chain in time, Axl performs the Rolling Axl, a shot attack at only +30% power.

DNA CHART

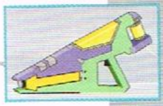
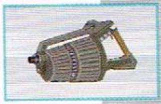
BOSS DNA	EFFECT
Wild Jango	Thunder attack at up to +100% power
Silver Horn	500-damage Water attack to all enemies
Mad Nautilus	Attack all enemies, random Blind, Virus, Berserk & Bind effects
Mach Jentler	500-damage Fire attack to all enemies
Incentas	2-hit combat attack
Depth Dragoon	3-hit 250-damage Thunder attack to all enemies
Rafflesian	Fires 10 200-damage missiles at every enemy
Ninetails	9-hit 999-damage combat attack

HYPER MODE: STEALTH MODE



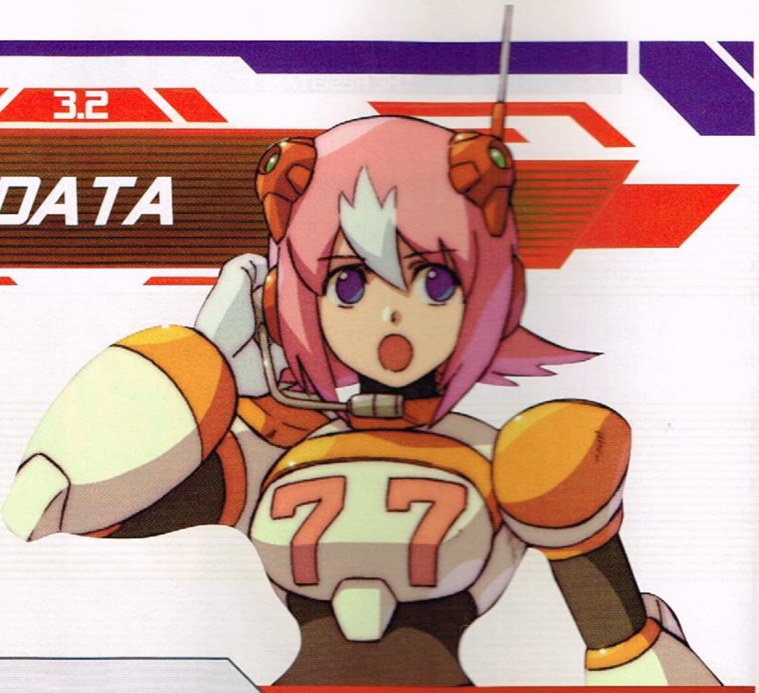
Axl's Hyper Mode bears a striking resemblance to Spider's. He gets the same Power boost, as well as complete immunity to anything anyone throws at him, be it enemy or ally. And like Spider's Trickstar, Stealth Mode does not last long at all. Consider spending a couple of Build Hypers on him; as Stealth Mode can really save your party against bosses.

AXL'S WEAPONS

	WEAPON	POWER	ARMOR	SHIELD	SPEED	OBTAIN	DETAILS
	Axl Bullets	20	10	10	-18	Starting weapon	2-hit shot
	Axl Bullets 2	36	16	16	-22	Ch.8 Shop	2-hit shot
	Axl Bullets 3	60	18	18	-26	Ch.10 Shop	2-hit shot
	Revolver Barrel	16	7	7	-6	Ch.6 Shop	4-hit shot, accuracy -20%
	Mettaur Crash	40	12	12	-4	Ch.6 Shop	Effective against Mettaur-types
	Noise Cancellor	45	13	13	-4	Ch.7 Shop	Effective against Mechaniloid-types
	Beast Killer	58	16	16	-4	Ch.8 Shop	Effective against Beast-types
	Preon Killer	68	19	19	-4	Ch.9 Shop	Effective against Preon-types
	Manhunter	90	20	20	-4	Ch.10 Shop	Effective against Human-types
	Insect Killer	85	18	18	-4	Redips Guard (drop)	Effective against Insect-types
	Machine Bullets	28	5	5	-20	Ch.7 Shop	2-hit shot, evasion +8%
	Machine Bullets 2	48	10	10	-24	Ch.9 Shop	2-hit shot, evasion +8%
	Auto Bullets	30	10	10	-16	Cumin's Secret Shop	8-hit shot, accuracy -30%
	Ancient Gun	100	20	20	-12	Ninetails (drop)	Effective against Bosses

3.2

ITEM DATA



FIELD & BATTLE ITEMS

ITEM	FIELD	BATTLE	EFFECT
Vaccine Program	Yes	Yes	Removes Virus effect
Anti-Lock	No	Yes	Removes Bind effect
Warm-Up	No	Yes	Removes Freeze effect
Cooler	No	Yes	Removes Berserk effect
Clear Vision	Yes	Yes	Removes Blind effect
Cure One	Yes	Yes	Cures all negative status except KO
Cure All	Yes	Yes	Cures all negative status except KO, all members
Gain Hyper	Yes	Yes	Restore Hyper Mode turns to maximum
Reboot	No	Yes	Revives felled character at 25
Backup	No	Yes	Revives felled character at 100% LE
Boost Power	No	Yes	+25% Power for duration of battle
Boost Armor	No	Yes	+25% Armor for duration of battle
Boost Shield	No	Yes	+25% Shield for duration of battle
Boost Speed	No	Yes	+25% Speed for duration of battle
Unlock Limiter	No	Yes	+50% Power, Armor, Shield & Speed for 3 turns
Mega Fire	No	Yes	500 Fire damage to single enemy
Ultra Fire	No	Yes	1000 Fire damage to all enemies
Mega Blizzard	No	Yes	500 Water damage to single enemy
Ultra Blizzard	No	Yes	1000 Water damage to all enemies
Mega Thunder	No	Yes	500 Thunder damage to single enemy
Ultra Thunder	No	Yes	1000 Thunder damage to all enemies
Liquid Suffocation	No	Yes	Chance to Freeze single enemy
Chaff	No	Yes	Blind all enemies
Hacking	No	Yes	Berserk enemy attacks its allies
Build LE	Yes	No	Permanently add 10 to character's maximum LE
Build Power	Yes	No	Permanently add 1 to character's Power
Build Armor	Yes	No	Permanently add 1 to character's Armor
Build Shield	Yes	No	Permanently add 1 to character's Shield
Build Speed	Yes	No	Permanently add 1 to character's Speed
Build WE	Yes	No	Permanently add 1 to character's starting WE
Build Hyper	Yes	No	Permanently add 1 to character's Hyper Mode turns

SUBTANKS

Used to replenish your party's Life Energy, you start the game with two SubTanks, but this number can be built up to ten. Three are obtained by defeating bosses, the remaining five must be assembled by collecting Tank Parts. It takes four Tank Parts items to complete a SubTank.

FULL SUBTANKS

1. Wild Jango (Chapter 2)
2. Mad Nautilus (Chapter 4)
3. Mach Jentler (Chapter 5)

TANK PARTS

1. Lagrano Ruins Area 4F West
2. Lagrano Ruins East Block Stairs 4F-5F (locked area)
3. Central Tower Command Center Staff Room
4. Tianna Camp Maze Area 1 (locked area)
5. Rafflesian boss
6. Tianna Camp Security Panel Area
7. Gaudile Laboratory East Deck Residential Division 102
8. Gaudile Laboratory Eternal Forest
9. Ulfat Factory Smelting Furnace 2
10. Gimialla Mine L2 Northeast Division
11. Gimialla Mine L3 Southwest Division (locked area)
12. Vanallia Desert Quicksand
13. Melda Ore Plant External Tank
14. Grave Base Revolver Room 7
15. Eject Espilon boss
16. Far East HQ Teleport Terminal
17. Deployment Center recovery
18. Deployment Center recovery
19. Onetail boss
20. Sixtails boss

FIGURE TOKENS

Used to purchase action figures from vending machines, there are ultimately 60 figures spread across three machines, each one requiring two Figure Tokens to purchase. Collect them all!

AREA	TOKENS
Lagrano Ruins East Block Stairs 4F~5F (locked area)	2
Central Tower South Square	3
Tianna Camp Security Reploid Patrol Area	2
Tianna Camp Prisoner Admission Division	1
Tianna Camp East Prison	1
Tianna Camp Maze Area 1 (locked area)	2
Tianna Camp Security Panel Area	4
Gaudile Lab East Deck High Speed Lift Area	2
Gaudile Lab East Deck Residential Division 101	5
Gaudile Lab Observation Deck Area	2
Gaudile Lab Counter-Biohazard Sample Storage	2
Gaudile Lab Eternal Forest	6
Ulfat Factory Smelting Furnace 1	2
Ulfat Factory Smelting Furnace 2	2
Ulfat Factory Parts Delivery Line	8
Gimialla Mine Level 2 Main Tunnel	2
Gimialla Mine L2 Northwest Division	3
Gimialla Mine L2 Southeast Division	1
Gimialla Mine Level 3 Main Tunnel	2
Gimialla Mine L3 Northwest Division	1
Gimialla Mine L3 Southwest Division (locked area)	2
Vanallia Desert Quicksand	3
Vanallia Desert Laser Array Control Room (northwest)	2
Vanallia Desert Laser Array Control Room (northeast)	2
Vanallia Desert Signal Jammer Laser Energy Generator	4
Melda Ore Plant External Tank	2
Melda Ore Plant B1 Entrance Hall (locked area)	3
Melda Ore Plant Area E-B02	1
Melda Ore Plant Area E-B04	1
Melda Ore Plant Missile Silo Base Lower Section	1
Melda Ore Plant Area W-B04	1
Melda Ore Plant Area W-B02	1
Grave Ruins Base Level E Security Zone	1
Grave Ruins Base Level C Security Zone southwest room	1
Grave Ruins Base Level S Top Security Zone	8
Far East HQ Teleport Terminal	2
Far East HQ Final Gate	2
Orbital Elevator: Babel Super Strato-Terminal	1
BOSS ENCOUNTER	TOKENS
Shadow (Round 2)	1
Duckbill Mole	2
Rafflesian	1
Onetail	1
Twotails	2
Threetails	3
Fourtails	1
SixTails	1
Seventails	2
Ninetails	1
DEPLOYMENT CENTER	TOKENS
Lagrano Ruins	2
Central Tower	3
Ulfat Factory	2
Gimialla Mine	1
Vanallia Desert	3
Melda Ore Plant	1

3.3

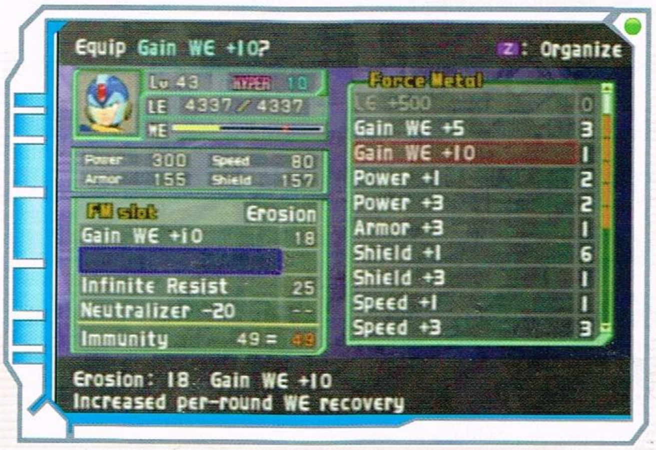
SUB-WEAPONS

SUB-WEAPONS

SUB-WEAPON	WE	POWER	OBTAIN	EFFECT
Micro Missile	10	40	Start, Ch.2 Shop	Single shot attack
Tomahawk	10	60	Ch.2 Shop	Single shot attack, -25% accuracy
Twin Missiles	15	40	Ch.4 Shop	Double-shot attack
Twin Tomahawks	15	60	Ch.6 Shop	Double-shot attack, -25% accuracy
Force Missiles	25	40	Ch.9 Shop	Quadruple-shot attack
Force Tomahawks	25	60	Eject Epsilon	Quadruple-shot attack, -25% accuracy
Hunter Missile	15	80	Ch.8 Shop	Single-shot attack, +50% accuracy
Photon Missile	15	120	D-Rex (steal)	Single-shot attack
Justice Missile	15	100	Ch.7 Shop	Single-shot attack, rarely finishing blow
Fire Missile	15	80	Hippopressor, Ch.2 Shop	Single-shot Fire attack
Twin Fire	20	80	Mach Jentler, Ch.10 Shop	Double-shot Fire attack
Ice Missile	15	80	Preon Pod, Ch.5 Shop	Single-shot Ice attack
Twin Ice	20	80	Incentas, Ch.10 Shop	Double-shot Ice attack
Thunder Missile	15	80	Ch.3 Shop, Tianna Item Gem	Single-shot Thunder attack
Twin Thunder	20	80	Incentas, Ch.10 Shop	Double-shot Thunder attack
Stamina Missile	17	-	Eternal Forest	Single-shot attack, damage = 10% LE
Vitality Missiles	30	-	Secret Shop, Metaroid	Double-shot attack, damage = 10% LE
Tractor Net	15	30	Mad Nautilus, Preon S Face	Single-shot Thunder attack, Bind effect
Smoke Missile	15	30	Dr. Psyche, Mega Tortoise	Single-shot attack, Blind effect
Virus Missile	15	30	Mettaur Commander, Dr. Psyche	Single-shot attack, Virus effect
Cracker	15	30	Wild Dog	Single-shot attack, Berserk effect
Cryogenic	30	30	Eternal Forest, Gun Bit	Single-shot attack, Freeze effect
Rust Missile	15	30	Ch.3 Shop	Single-shot attack, reduce target Power 10%
Drill Missile	15	30	Ch.4 Shop	Single-shot attack, reduce target Armor 10%
Melt Missile	15	30	Lagrano Item Gem, Ch.4 Shop	Single-shot attack, reduce target Shield 10%
Slime Missile	15	30	Ch.3 Shop	Single-shot attack, reduce target Speed 10%
Oil Can	50	-	Preon Tank	Reduce target Fire resistance 25%
Get Zenny +	7	-	Secret Shop, Eternal Forest	Boost target Zenny 10%
Get EXP +	7	-	Secret Shop, Eternal Forest	Boost target EXP 10%
Get FME +	7	-	Secret Shop, Silver Mettaur	Boost target FME 10%
Item Capture	7	-	Spider, Eternal Forest, Gold Blader	Steal enemy item
Energy Capture	30	50	Batfighter	Damage restores attacker's LE
Power Charge	30	-	Massimo, Eternal Forest, Central Tower Item Gem	Increase attack power 50%, up to 100%
Hawkeye	5	-	Marino, Triclaw Killer	Guaranteed hit
Turbo Clock	20	-	Eternal Forest, Mettaur Counter	Next turn comes faster
Heat Haze	25	-	Zero	Creates double (Zero only)
Generator	0	-	Mettaurcure	Generates 20 WE
Energy Field	20	-	Cinnamon	+10 WE to all party members for one round (Cinnamon only)
Bait	5	-	Wolfloid, Botos Decoy	Attracts enemy attacks for one round
Combat Absorber	15	-	Silver Horn, Preon S Botos	Reduce Combat damage 25%
Shot Absorber	15	-	Silver Horn, Preon S Botos	Reduce Shot damage 25%
Super Absorber	25	-	Secret Shop, Grave Item Gem	Reduce Combat & Shot damage 25%
Vengeful Counter	25	-	Degraver	One chance for counterattack

3.4

FORCE METAL DATA



Equip Gain WE +10?

Z: Organize

Lv 43 HYPER 10
LE 4337 / 4337
WE

Power	300	Speed	80
Armor	155	Shield	157

FM slot	Erosion
Gain WE +10	18
Infinite Resist	25
Neutralizer -20	--
Immunity	49 = 49

Force Metal	
LE +500	0
Gain WE +5	3
Gain WE +10	1
Power +1	2
Power +3	2
Armor +3	1
Shield +1	6
Shield +3	1
Speed +1	1
Speed +3	3

Erosion: 18. Gain WE +10
Increased per-round WE recovery

This list only mentions the FM Generator under "Obtain" if the Force Metal cannot be obtained by other means.

Force Metals alter your Reploids' abilities, resistance, and give other effects. Be careful as you install them into your party members, making sure that the installed Metals' combined Erosion rating is equal to or lesser than your characters' Immunity level, or they will suffer negative effects in battle.

While most Force Metals can be purchased in shops, some must be taken from enemies, and a few are only available via the Force Metal Generator.

FORCE METALS

FORCE METAL	EFFECT	EROSION	OBTAIN
LE +100	Add 100 to max LE	3	Preon Chaser (1st fight drop), Ch.2 Shop
LE +300	Add 300 to max LE	8	Ch.5 Shop
LE +500	Add 500 to max LE	12	Ch.8 Shop
LE +1000	Add 1000 to max LE	20	FM Generator
WE +5	Start battle with 5 more WE	2	Ch.3 Shop
WE +10	Start battle with 10 more WE	3	Ch.6 Shop
WE Gain +5	Gain 5 more WE each turn	10	Ch.4 Shop
WE Gain +10	Gain 10 more WE each turn	18	Ch.9 Shop
WE Gain +25	Gain 25 more WE each turn	40	FM Generator
Power +1	Add 1 to Power	3	Lagrano Item Gem, Ch.2 Shop
Power +3	Add 3 to Power	8	Ch.4 Shop
Power +5	Add 5 to Power	12	Ch.9 Shop
Power +10	Add 10 to Power	20	FM Generator
Armor +1	Add 1 to Armor	2	Ch.2 Shop
Armor +3	Add 3 to Armor	5	Ch.4 Shop
Armor +5	Add 5 to Armor	8	Ch.9 Shop
Armor 10	Add 10 to Armor	15	FM Generator
Shield +1	Add 1 to Shield	2	Lagrano Item Gem, Ch.2 Shop
Shield +3	Add 3 to Shield	5	Ch.4 Shop

FORCE METALS

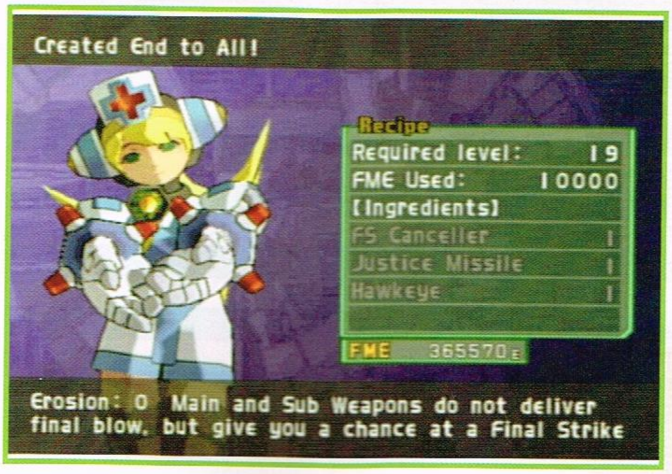
FORCE METAL	EFFECT	EROSION	OBTAIN
Shield +5	Add 5 to Shield	8	Ch.9 Shop
Shield 10	Add 10 to Shield	15	FM Generator
Speed +1	Add 1 to Speed	3	Lagrano Item Gem, Ch.2 Shop
Speed +3	Add 3 to Speed	8	Ch.4 Shop
Speed +5	Add 5 Speed	12	Ch.9 Shop
Speed 10	Add 10 to Speed	20	FM Generator
Protect +1	Add 1 to Armor & Shield	4	Ch.3 Shop
Protect +3	Add 3 to Armor & Shield	10	Ch.5 Shop
Protect +5	Add 5 Armor & Shield	16	Ch.9 Shop
Protect +10	Armor & Shield +10	30	FM Generator
Full Specs +1	Add 1 to all abilities	4	Ch.3 Shop
Full Specs +3	Add 3 to Power, Armor, Shield, Speed	10	Ch.5 Shop
Full Specs +5	Add 5 to Power, Armor, Shield, Speed	16	Ch.9 Shop
Full Specs 10	Add 10 to Power, Armor, Shield, Speed	30	FM Generator
Massimo Plus	All abilities +1, +25% counterattack	10	Massimo joins
Assassin Mind	Critical strike +10%	15	Preon S Ferham (drop)
Eagle Eye	Accuracy up 10%	3	Central Tower Item Gem
Fat Slicer	Dodge up 10% (Marino only)	7	Marino joins
Light as a Feather	Dodge up 5%	6	FM Generator
SFM Fragment Alpha	WE gain +50, recover 10% LE each turn	99	Great Redips round 1 (steal)
SFM Fragment Beta	Power, Armor, Shield +100, Speed +20	99	Great Redips round 2 (steal)
Fire Guard	Raise Fire resistance 25%	3	Ch.5 Shop
Fire Resist	Raise Fire resistance 50%	8	Ch.10 Shop
Reverse Fire	Absorb Fire damage	16	Deployment Center recovery
Water Guard	Raise Water resistance 25%	3	Ch.2 Shop
Water Resist	Raise Water resistance 50%	8	Ch.8 Shop
Reverse Water	Absorb Water damage	16	Deployment Center recovery
Thunder Guard	Raise Thunder resistance 25%	3	Ch.2 Shop
Thunder Resist	Raise Thunder resistance 50%	8	Ch.7 Shop
Reverse Thunder	Absorb Thunder damage	16	Deployment Center recovery
Virus Protection	Resistance to Virus attacks +30%	2	Ch.2 Shop, Sinedropper (drop)
Virus Block	Full resistance to Virus attacks	5	FM Generator
Bind Protection	Resistance to Bind attacks +30%	1	Ch2. Shop, Radar Killer (steal)
Bind Block	Full resistance to Bind attacks	3	FM Generator
Freeze Protection	Resistance to Freeze attacks +30%	1	FM Generator
Freeze Block	Full resistance to Freeze attacks	3	FM Generator
Berserk Protection	Resistance to Berserk attacks +30%	1	Ch.4 Shop
Berserk Block	Full resistance to Berserk attacks	3	FM Generator
Blind Protection	Resistance to Blind attacks +30%	2	Ch.4 Shop
Blind Block	Full resistance to Blind attacks	5	FM Generator
DOA Protection	Resistance to DOA attacks +30%	1	Gimialla Item Gem
DOA Block	Full resistance to DOA attacks	3	FM Generator
Firewall	Negative effect resistance +30%	15	FM Generator
Block All	Full resistance to negative effects	25	Deployment Center recovery
Resist	Resistance to ability loss +10%	3	Belladonna (drop)
Super Resist	Resistance to ability loss +30%	15	FM Generator
Infinite Resist	Full resistance to ability loss	25	Deployment Center recovery
Minus Metal 10	Reduce FM Erosion by 10	0	Ch.7 Shop
Minus Metal 20	Reduce FM Erosion by 20	0	Ch.9 Shop
Auto Sub Tank	Auto Life Gain 25 when LE low (1 use only)	0	FM Generator
Auto Recover	KO'd character revived with 25% LE	0	FM Generator
Auto Barrier	10% chance of raising barrier when attacked	10	FM Generator
Bluff	Avoid one enemy attack (Spider only)	0	Spider joins
Zero Shift	No damage from attacks less than Level x5	13	FM Generator
X Heart	Revive once from KO with 10% LE (X only)	0	Preon Chaser (1st fight drop)

FORCE METALS

FORCE METAL	EFFECT	EROSION	OBTAIN
Decoy	Revive once from KO with 25% (1 use only)	0	Ch.2 Shop
Change Impact	Enemy attacks add 1 WE each	4	FM Generator
FS Cancellor	Automatically cancels Final Strike	0	FM Generator
Analyzer	Adds "Analyze" to battle menu	0	Ch.2 Shop
Learning Aid	Adds extra 5% to EXP earned in battle	10	FM Generator
End To All	Normal attacks don't kill, FS chances up	0	FM Generator
Caution	Halves chances of encountering enemies	0	FM Generator
Attractor	Doubles chances of encountering enemies	0	FM Generator
Initiative	Doubles chance of getting first attack	0	FM Generator
Neutralizer -10	Reduce Erosion by 10%	0	Cumin's Secret Shop
Neutralizer -20	Reduce Erosion by 20%	0	Cumin's Secret Shop
Neutralizer -30	Reduce Erosion by 30%	0	Cumin's Secret Shop
Self-Repair	Restores 1% LE each turn when in reserve	5	FM Generator
Exodus	Guarantees ability to flee normal encounters	0	Preon Elite (steal)
Cutting Edge	Unit gets first attack every time	5	FM Generator
Lucky Girl	Increases Zenny gained in battle by 10%	5	FM Generator
Good Luck	+3% chance of winning item in combat	7	FM Generator
Monopoly	All battle EXP goes to single character	7	FM Generator

FORCE METAL GENERATOR

Once Cinnamon joins the party, you have access to her internal Force Metal Generator. This enables you to create Force Metals as you need them, provided Cinnamon is at a high enough level, you have the recipe, the proper ingredients, and enough Force Metal Energy. Some recipes require you to perform certain feats to discover them, though!


Created End to All!

Recipe
Required level: 19
FME Used: 10000
[Ingredients]
FS Canceller 1
Justice Missile 1
Hawkeye 1
FME 365570 E

Erosion: 0 Main and Sub Weapons do not deliver final blow, but give you a chance at a Final Strike

FORCE METAL GENERATOR

FORCE METAL	LEVEL	FME	INGREDIENTS
LE +100	5	100	Reboot, WE +5
LE +300	10	500	Reboot, WE +5
LE +500	15	3000	Backup, Weapon +10 x2
LE +1000	30	30000	Backup, Build LE, Gain WE +10
WE +5	5	50	Reboot, LE +100
WE +10	10	150	Reboot, LE +300
WE Gain +5	20	1000	Backup, LE +100, WE +5
WE Gain +10	30	5000	Backup, LE +300, Gain WE +5
WE Gain +25	40	50000	Backup, Build WE, Gain WE +10, LE +1000
Power +1	1	100	Boost Power, Speed +1
Power +3	10	500	Boost Power, Speed +3
Power +5	20	3000	Boost Power, Speed +5
Power +10	30	30000	Boost Power, Build Speed, Speed +5
Armor +1	1	60	Boost Armor, Shield +1
Armor +3	8	300	Boost Armor, Shield +3
Armor +5	16	1800	Boost Armor, Shield +5
Armor 10	24	18000	Boost Armor, Build Shield, Shield +5
Shield +1	1	60	Boost Shield, Armor +1
Shield +3	8	300	Boost Shield, Armor +3
Shield +5	16	1800	Boost Shield, Armor +5
Shield 10	24	24000	Boost Shield, Build Armor, Armor +5
Speed +1	1	100	Boost Speed, Power +1
Speed +3	10	500	Boost Speed, Power +3
Speed +5	20	3000	Boost Speed, Power +5
Speed 10	30	30000	Boost Speed, Build Power, Power +5
Protect +1	10	80	Boost Armor, Boost Shield, Armor +1, Shield +1
Protect +3	15	400	Boost Armor, Boost Shield, Armor +3, Shield +3
Protect +5	20	2400	Boost Armor, Boost Shield, Armor +5, Shield +5
Protect +10	30	24000	Boost Armor, Boost Shield, Armor +10, Shield +10
Full Specs +1	15	300	Reboot, Power +1, Speed +1, Protect +1
Full Specs +3	20	1500	Reboot, Power +3, Speed +3, Protect +3
Full Specs +5	30	9000	Reboot, Power +5, Speed +5, Protect +5
Full Specs 10	40	90000	Reboot, Power +10, Speed +10, Protect +10
Massimo Plus	-	-	Unable to refine
Assassin Mind	13	1000	Boost Power x3, Eagle Eye
Eagle Eye	10	1000	Boost Speed x3, Assassin Mind
Fat Slicer	-	-	Unable to refine
Light as a Feather	15	3000	Boost Speed, Build Speed, Speed +1
SFM Fragment Alpha	-	-	Unable to refine
SFM Fragment Beta	-	-	Unable to refine
Fire Guard	5	300	Mega Fire x3, Protect +1
Fire Resist	13	3000	Ultra Fire x3, Protect +3
Reverse Fire	-	-	Unable to refine
Water Guard	5	300	Mega Blizzard x3, Protect +1
Water Resist	15	3000	Ultra Blizzard x3, Protect +1
Reverse Water	-	-	Unable to refine
Thunder Guard	5	300	Mega Thunder x3, Protect +1
Thunder Resist	15	3000	Ultra Thunder x3, Protect +1
Reverse Thunder	-	-	Unable to refine
Virus Protection	3	80	Vaccine Program x3, LE +100
Virus Block	12	400	Virus Missile, LE +300

FORCE METAL GENERATOR

FORCE METAL	LEVEL	FME	INGREDIENTS
Bind Protection	8	30	Anti-Lock x3, LE +100
Bind Block	12	400	Tractor Net, LE +300
Freeze Protection	8	30	Warm-Up x3, LE +100
Freeze Block	12	400	Cryogenic, LE +300
Berserk Protection	3	80	Cooler x3, LE +100
Berserk Block	12	400	Cracker, LE +300
Blind Protection	3	80	Clear Vision x3, LE +100
Blind Block	12	400	Smoke Missile, LE +300
DOA Protection	5	100	Justice Missile, LE +100
DOA Block	15	500	DOA Protection x3, LE +300
Firewall	20	3000	Liquid Suffocation, Chaff, Hacking
Block All	-	-	Unable to refine
Resist	10	1000	Rust Missile, Melt Missle, Drill Missile, Slime Missile
Super Resist	20	3000	Resist x2, Protect +3
Infinite Resist	-	-	Unable to refine
Minus Metal 10	20	1000	Self-Repair, Unlock Limiter
Minus Metal 20	30	3000	Self-Repair x2, Unlock Limiter
Auto Sub Tank	20	1500	Build LE, LE +300, Vengeful Counter
Auto Recover	10	500	Reboot, Bait
Auto Barrier	20	3000	Build Armor, Build Shield, Protect +3
Bluff	-	-	Unable to refine
Zero Shift	28	7000	Liquid Suffocation, Auto Barrier, Protect +3
X Heart	-	-	Unable to refine
Decoy	2	500	Reboot, Backup
Change Impact	17	4000	Build WE, WE +5, Item Capture
End To All	19	10000	FS Canceller, Justice Missile, Hawkeye
FS Canceller	7	300	Justice Missile, Eagle Eye
Analyzer	-	-	Unable to refine
Learning Aid	16	5000	Get EXP+, Item Capture
Caution	30	2000	Neutralizer -10, Attractor
Attractor	4	100	Exodus x2
Initiative	21	500	Caution, Cutting Edge
Neutralizer -10	-	-	Unable to refine
Neutralizer -20	-	-	Unable to refine
Neutralizer -30	-	-	Unable to refine
Self-Repair	15	8000	Build LE, LE +300, Power Charge
Exodus	2	100	Boost Speed x9
Cutting Edge	20	3000	Caution, Good Luck
Lucky Girl	35	10000	Good Luck, Get FME +1
Good Luck	10	700	Gain Hyper, Item Cepture
Monopoly	35	99999	Learning Aid, Cutting Edge, Get EXP+

3.5

MAVERICK FILES

Some enemies have a certain amount of "stamina"; an amount of damage they can take before a negative effect occurs like cracked armor, interrupted charge moves, or being knocked out of the sky. This amount appears in parenthesis beside their Life Energy.

B BLADER

LEVEL	39	TYPE	MECHANILOID		
LIFE ENERGY	8000	POWER	145		
ARMOR	104	SHIELD	92	SPEED	63
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	1000	EXP	1200	FME	200

DROP ITEMS	Build LE (1%), Build WE (1%)
STEAL ITEMS	Tank energy 50 (20%), Hacking (10%)
ATTACKS	standard Strike, Breed Ball (summon Deerballs), Smokeout (-20%, Blind), Phalanx, Stungun (Bind), Virus Attack, Cracking (Berserk), All Life Gain 25

BATFIGHTER

LEVEL	14	TYPE	BEAST		
LIFE ENERGY	600	POWER	83		
ARMOR	30	SHIELD	30	SPEED	32
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	130	EXP	180	FME	48

DROP ITEMS	Tank Energy 25 (10%), Energy Capture (5%)
STEAL ITEMS	Tank Energy 10 (50%), Berserk Protection (25%)
ATTACKS	Standard Strike, Cracking (Berserk), Bite Energy (regain LE)

BAT BONE

LEVEL	3	TYPE	BEAST		
LIFE ENERGY	100	POWER	22		
ARMOR	8	SHIELD	12	SPEED	30
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	8	EXP	4	FME	3

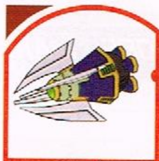
DROP ITEMS	Tank Energy 10 (20%), Gain Hyper (1%)
STEAL ITEMS	Boost Speed (20%)
ATTACKS	Standard Strike, Observe (wait turn)
NOTE	Will not attack until an ally is destroyed

BIG MONKEY

LEVEL	13	TYPE	BEAST		
LIFE ENERGY	1600	POWER	62		
ARMOR	20	SHIELD	26	SPEED	36
FIRE DMG	100%	WATER DMG	50%	THUNDER DMG	150%
ZENNY	80	EXP	115	FME	25

DROP ITEMS	Speed +3 (10%), Gain Hyper (1%)
STEAL ITEMS	Speed +1 (20%), Boost Speed (20%)
ATTACKS	Standard Strike, Power Charge, Boost All Speed, Mega Blizzard

BIGBIT



LEVEL	16	TYPE	MECHANILOID		
LIFE ENERGY	1200	POWER	102		
ARMOR	30	SHIELD	35	SPEED	24
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
0	200	10

DROP ITEMS	Nothing
STEAL ITEMS	Nothing

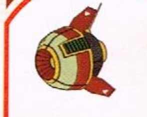
Bit Shot, Stungun (Bind), Smokeout (Blind), Virus Attack, Cracking (Berserk), Cryogenics (Freeze), Code Breaker (-20% power, instant-kill chance)

ATTACKS

NOTE

Summoned by Botos Decoy

BIT



LEVEL	2	TYPE	MECHANILOID		
LIFE ENERGY	150	POWER	20		
ARMOR	8	SHIELD	10	SPEED	20
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
0	3	0

DROP ITEMS	Nothing
STEAL ITEMS	Nothing

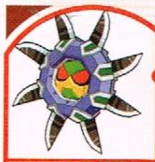
Bit Shot

ATTACKS

NOTE

Summoned by Preon Bitmaster

BLADEY



LEVEL	20	TYPE	MECHANILOID		
LIFE ENERGY	1600	POWER	104		
ARMOR	60	SHIELD	62	SPEED	38
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

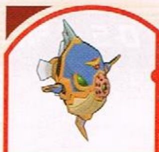
ZENNY	EXP	FME
200	300	60

DROP ITEMS	Build Speed (1%)
STEAL ITEMS	Boost Speed (20%)

Standard Strike, Shield Peeler (reduce Shield), Death Gravity (instant kill chance), SOS, Air Slicer (attack all)

ATTACKS

BLOWFISH



LEVEL	9	TYPE	BEAST		
LIFE ENERGY	1000	POWER	55		
ARMOR	18	SHIELD	33	SPEED	31
FIRE DMG	100%	WATER DMG	ABSORB	THUNDER DMG	200%

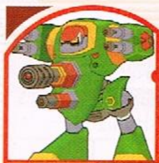
ZENNY	EXP	FME
20	70	12

DROP ITEMS	Tank Energy 25 (25%), Armor +3 (5%)
STEAL ITEMS	Boost Armor (25%)

VULCAN (3-HIT SHOT), ARMOR PEELER, LIFE GAIN 25

ATTACKS

CANNON DRIVER



LEVEL	40	TYPE	MECHANILOID		
LIFE ENERGY	10000	POWER	90		
ARMOR	70	SHIELD	50	SPEED	40
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
800	1600	200

DROP ITEMS	Full Specs +1 (1%), X Buster MKIII (1%)
STEAL ITEMS	Chaff (20%), Protect +3 (15%)

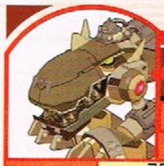
Standard Shot, Deep Impact (ignores Armor and Shield), Hell Gravity (halves all LE), Chaff Grenade (-25% power, Blind all)

ATTACKS

NOTE

Reactivates shield against Combat & Shot attacks every turn

D-REX



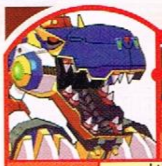
LEVEL	37	TYPE	BEAST		
LIFE ENERGY	8000	POWER	100		
ARMOR	78	SHIELD	56	SPEED	28
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
600	1200	180

DROP ITEMS	Vaccine Program (100%), Virus Block (5%)
STEAL ITEMS	Chaff (15%), Virus Missile (10%)

Rex Vulcan, Deep Impact (ignores Armor & Shield), Ultra Giga Fire, Hetero Storm (Virus & Blind all), Mini-Rex (1~3 bombs, damage = 750 x D-Rex's remaining LE)

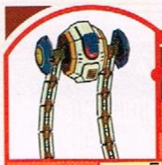
D-SHARK



LEVEL	16	TYPE	BEAST		
LIFE ENERGY	3600	POWER	54		
ARMOR	42	SHIELD	38	SPEED	26
FIRE DMG	100%	WATER DMG	25%	THUNDER DMG	200%
ZENNY	120	EXP	250	FME	50

DROP ITEMS	Mega Blizzard (20%), Twin Missiles (15%)
STEAL ITEMS	Tank Energy 25 (25%), Armor +3 (20%)
ATTACKS	Standard Strike, Rex Vulcan, Smash! (-50% ~ +100% power), Ultra Blizzard, Mini Shark (1~3 bombs, damage = 750 x D-Shark's remaining LE)

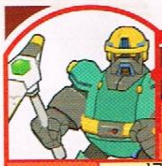
DEERBALL



LEVEL	28	TYPE	MECHANILOID		
LIFE ENERGY	5000	POWER	137		
ARMOR	62	SHIELD	58	SPEED	25
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	0	EXP	400	FME	20

DROP ITEMS	Tank Energy 10 (25%), Boost Power (20%)
STEAL ITEMS	Nothing
ATTACKS	Standard Strike, Smash! (-50% ~ %100 power)
NOTE	Summoned by B Blader

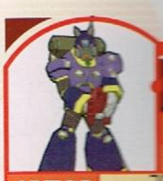
DEGRAVER



LEVEL	14	TYPE	HUMAN		
LIFE ENERGY	2000	POWER	25		
ARMOR	120	SHIELD	120	SPEED	25
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	30	EXP	20	FME	5

DROP ITEMS	Ultra Fire (20%), Tank Energy 100 (100%, grateful only), Beam Wonder 5 (50%, grateful only)
STEAL ITEMS	Vengeful Counter (25%)
ATTACKS	Standard Strike, Act of Justice, Ultra Fire
NOTE	Use a Warm-Up to unfreeze and it will be grateful. Do not attack to gain Beam Wonder 5 weapon once it leaves.

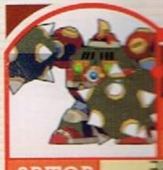
DOBER MAN



LEVEL	11	TYPE	HUMAN		
LIFE ENERGY	1200	POWER	58		
ARMOR	25	SHIELD	33	SPEED	38
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	30	EXP	80	FME	18

DROP ITEMS	Tank Energy 10 (30%), Tank Energy 25 (10%)
STEAL ITEMS	Tank Energy 10 (10%)
ATTACKS	Standard Rifle, Life Gain 25, SOS

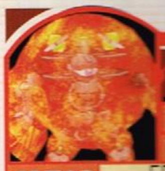
EINHAMMER



LEVEL	9	TYPE	HUMAN		
LIFE ENERGY	1200	POWER	30		
ARMOR	36	SHIELD	30	SPEED	18
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	40	EXP	34	FME	10

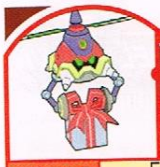
DROP ITEMS	Power +1 (20%), Build Shield (1%)
STEAL ITEMS	Boost Power (15%)
ATTACKS	Standard Strike, Break Shield (increase Power), Double Iron
NOTE	Only uses Break Shield when allies are destroyed

FIRE GLOB



LEVEL	23	TYPE	ENERGY		
LIFE ENERGY	3000	POWER	60		
ARMOR	50	SHIELD	50	SPEED	30
FIRE DMG	ABSORB	WATER DMG	150%	THUNDER DMG	75%
ZENNY	300	EXP	250	FME	100

DROP ITEMS	Fire Missile (20%), Fire Star (3%)
STEAL ITEMS	Mega Fire (15%), Ultra Fire (5%)
ATTACKS	Standard Strike, Air Shot, Mega Fire, Giga Fire, Terra Fire, Ultra Fire, Ultra Giga Fire, Ultraflame
NOTE	Restores LE every turn. Fire attacks increase gained EXP, but add Ultraflame attack



GIFT BOX

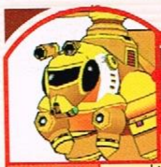
LEVEL	26	TYPE	MECHANILOID		
LIFE ENERGY	700	POWER	95		
ARMOR	65	SHIELD	72	SPEED	90
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	100	EXP	100	FME	33

DROP ITEMS Decoy (turns 0~2), Exodus (2~3), Turbo Clock (3~4), Item Capture (4~5), Beam Miracle 5 (5~6), Kitty Gloves (6~7)

STEAL ITEMS Boost Speed (15%)

ATTACKS Sinevulcan

NOTE Notes: All drop Items at 100% chance. High probability of running away.



GOLD BLADER

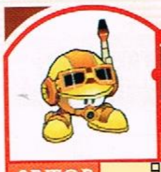
LEVEL	25	TYPE	MEHCANILOID		
LIFE ENERGY	1000	POWER	99		
ARMOR	42	SHIELD	50	SPEED	17
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	700	EXP	100	FME	80

DROP ITEMS Item Capture (10%), Good Luck (2%)

STEAL ITEMS Decoy (20%)

ATTACKS Standard Strike, Breed Gold (summon Gold Mettaurs)

NOTE Only in Vanallia Desert Quicksand North Side



GOLD METTAUR

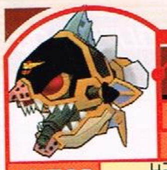
LEVEL	26	TYPE	METTAUR		
LIFE ENERGY	4400	POWER	104		
ARMOR	90	SHIELD	62	SPEED	50
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	7000	EXP	400	FME	130

DROP ITEMS Melt Missile (10%), Get Zenny + (3%)

STEAL ITEMS Boost Shield (20%)

ATTACKS Mettaur Shot, Giga Thunder, Life Gain 50, Shell Breaker Wave (Armor & Shield -25%)

NOTE Weak against Combat attacks. Shielded to Shot attacks when ducked under helmet



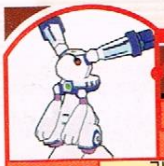
GULPFAST

LEVEL	22	TYPE	BEAST		
LIFE ENERGY	2400	POWER	74		
ARMOR	43	SHIELD	49	SPEED	26
FIRE DMG	ABSORB	WATER DMG	200%	THUNDER DMG	100%
ZENNY	180	EXP	300	FME	40

DROP ITEMS Ultra Fire (10%), Build Armor (1%)

STEAL ITEMS Fire Guard (20%), King of Diamonds (3%)

ATTACKS Vulcan, Armor Peeler, Mega Fire, Ultra Fire



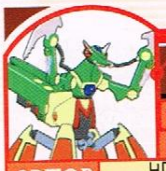
GUN BIT

LEVEL	26	TYPE	BEAST		
LIFE ENERGY	3200	POWER	105		
ARMOR	74	SHIELD	60	SPEED	28
FIRE DMG	100%	WATER DMG	ABSORB	THUNDER DMG	200%
ZENNY	130	EXP	440	FME	70

DROP ITEMS Ultra Blizzard (5%), Cryogenic (2%)

STEAL ITEMS Nothing

ATTACKS Standard Strike, Cryogenics (Freeze), Giga Blizzard, SOS, Twin Laser, Spray Gun (attack all)



KILLER MANTIS

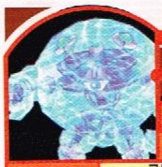
LEVEL	20	TYPE	INSECT		
LIFE ENERGY	4000	POWER	70		
ARMOR	40	SHIELD	28	SPEED	30
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	260	EXP	350	FME	50

DROP ITEMS Cooler (25%), Berserk Protection (20%)

STEAL ITEMS Tank Energy 25 (50%), Gatling Buster (3%)

ATTACKS Mantis Vulcan, Death Scythe (Thunder attack), Riot (Berserk all)

NOTE Uses Death Scythe attack only as a counter



LIQUID GLOB

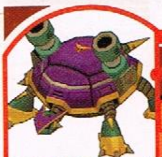
LEVEL	24	TYPE	ENERGY		
LIFE ENERGY	1500	POWER	88		
ARMOR	30	SHIELD	30	SPEED	30
FIRE DMG	100%	WATER DMG	25%	THUNDER DMG	200%
ZENNY	500	EXP	350	FME	250

DROP ITEMS	Ice Missile (20%), Ice Star (3%)
STEAL ITEMS	Mega Blizzard (15%), Ultra Blizzard (5%)
ATTACKS	Standard Strike, Giga Blizzard, Death Gravity (reduce LE up to 25%), Virus Attack, Coercion (skip target turn), Ultrastream
NOTE	Restores LE every turn. Freezes solid when hit with Ice attacks

MEGA MANTOR

LEVEL	25	TYPE	BEAST		
LIFE ENERGY	5200 (1000)	POWER	80		
ARMOR	53	SHIELD	43	SPEED	32
FIRE DMG	ABSORB	WATER DMG	150%	THUNDER DMG	100%
ZENNY	500	EXP	480	FME	100

DROP ITEMS	Ace of Clubs (10%), Build Armor (1%)
STEAL ITEMS	Ultra Fire (20%)
ATTACKS	Standard Strike, Shell Bullet, Flame Ray (Fire attack all)
NOTE	Loses Flame Ray when hit with Ice attack



LEVEL	29	TYPE	BEAST		
LIFE ENERGY	6000 (1000)	POWER	120		
ARMOR	83	SHIELD	50	SPEED	65
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	600	EXP	700	FME	250

DROP ITEMS	Clear Vision (100%), Blind Block (5%)
STEAL ITEMS	Smoke Missile (10%)
ATTACKS	Shot, Phalanx, Jamming (Blind all), Mega Blizzard, Shell Bullet

MELTDOWN

LEVEL	44	TYPE	HUMAN		
LIFE ENERGY	250000	POWER	100		
ARMOR	0	SHIELD	0	SPEED	1
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	0	EXP	6000	FME	6000

DROP ITEMS	Gain EXP + (10%), Gain Hyper (1%)
STEAL ITEMS	Boost Armor (25%), Boost Shield (25%)
ATTACKS	Atomic Fall
NOTE	Self-destructs on third turn, killing all

METAROID

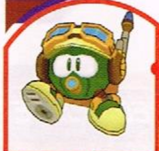
LEVEL	35	TYPE	INSECT		
LIFE ENERGY	1000	POWER	300		
ARMOR	100	SHIELD	100	SPEED	200
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	180	EXP	300	FME	40

DROP ITEMS	Vitality Missile (10%)
STEAL ITEMS	Brave Buster (5%)
ATTACKS	Parasite (sacrifice to max ally's abilities)
NOTE	Must have Cutting Edge installed in order to get attack in before it uses Parasite

METTAUR

LEVEL	5	TYPE	METTAUR		
LIFE ENERGY	550	POWER	20		
ARMOR	30	SHIELD	23	SPEED	15
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	12	EXP	18	FME	24

DROP ITEMS	Tank Energy 10 (50%), Tomahawk (10%)
STEAL ITEMS	Shield +1 (50%)
ATTACKS	Mettaur Shot, Mattock Strike (ignores armor, -50% damage)
NOTE	Weak to Combat attacks. Shielded from Shot attacks when ducked under helmet



METTAUR COMMANDER

LEVEL	15	TYPE	METTAUR		
LIFE ENERGY	2000	POWER	62		
ARMOR	65	SHIELD	45	SPEED	16
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	180	EXP	160	FME	75

DROP ITEMS Tank Energy 25 (50%), Virus Missile (5%)

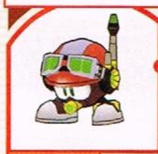
STEAL ITEMS Virus Protection (25%), Boost Shield (20%)

Mettaur Shot, Power Virus, Sheel Breaker Wave (reduce Armor & Shield)

ATTACKS

NOTE

Guarded from Shot attacks when ducked under helmet. Weak to Combat attacks.



METTAUR COUNTER

LEVEL	26	TYPE	METTAUR		
LIFE ENERGY	3200	POWER	84		
ARMOR	35	SHIELD	33	SPEED	24
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	360	EXP	390	FME	120

DROP ITEMS Turbo Clock (2%), Gain hyper (1%)

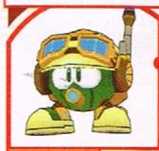
STEAL ITEMS Boost Shield (20%)

Mettaur Shot, Electromagnetic Field (Bind all), Mattock Strike (ignores armor, -50% damage)

ATTACKS

NOTE

Defense shifts between Combat and Shot, to style it was last attacked with



METTAUR GIGANT

LEVEL	35	TYPE	METTAUR		
LIFE ENERGY	10000	POWER	85		
ARMOR	125	SHIELD	125	SPEED	40
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	1000	EXP	4000	FME	1000

DROP ITEMS Jet Guillotine (50%), Build Shield (1%)

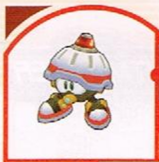
STEAL ITEMS Tank Energy 10 (50%)

Mettaur Shot, Mega Fire, Terra Fire, Ultra Giga Fire, Hell Gravity (reduce LE up to 50%), Mattock Strike (ignores Shield, -50% damage)

ATTACKS

NOTE

Only in Gilliama Mine secret area (need Gilliama key to open). Protected by powerful Shield, often runs.



METTAURCURE

LEVEL	23	TYPE	METTAUR		
LIFE ENERGY	2800	POWER	78		
ARMOR	80	SHIELD	50	SPEED	32
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	320	EXP	280	FME	95

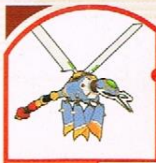
DROP ITEMS Generator (2%), Build LE (1%)

STEAL ITEMS Tank Energy 25 (20%)

Mettaur Shot, Life Gain 25, All Life Gain 25, Refresh (remove negative effects), Boost Power, Boost Armor, Boost Shield, Boost Speed, Mattock Strike (ignores Shield, -50% power)

NOTE

Weak to Combat attacks. Shielded from Shot attacks when ducked under helmet



PARAROID

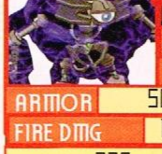
LEVEL	11	TYPE	INSECT		
LIFE ENERGY	200	POWER	64		
ARMOR	30	SHIELD	30	SPEED	38
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	100	EXP	80	FME	20

DROP ITEMS Mega Blizzard (30%)

STEAL ITEMS Eagle Eye (25%)

Sonic Strike, Parasite (sacrifice, increase ally stats 50%)

ATTACKS



PLASMA GLOB

LEVEL	25	TYPE	ENERGY		
LIFE ENERGY	3000	POWER	60		
ARMOR	50	SHIELD	50	SPEED	30
FIRE DMG	150%	WATER DMG	75%	THUNDER DMG	ABSORB
ZENNY	330	EXP	480	FME	200

DROP ITEMS Thunder Missile (20%), Thunder Star (3%)

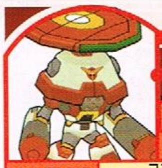
STEAL ITEMS Mega Thunder (15%), Ultra Thunder (5%)

Standard Strike, Air Shot, Mega Thunder, Giga Thunder, Terra Thunder, Ultra Thunder, Ultra Giga Thunder, Ultraplasma

ATTACKS

NOTE

Restores LE every turn. Thunder attacks boost gained FME, but add Ultraplasma move

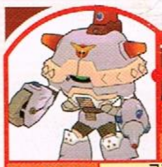


PREON BITMASTER

LEVEL	5	TYPE	PREON		
LIFE ENERGY	500	POWER	38		
ARMOR	22	SHIELD	20	SPEED	35
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
28	18	10

DROP ITEMS	Hacking (25%), Tank Energy 25 (25%)
STEAL ITEMS	Boost Speed (25%)
ATTACKS	Bit Shift (summon Bit), Standard Strike, Boost All Speed

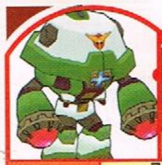


PREON CHASER

LEVEL	6	TYPE	PREON		
LIFE ENERGY	600	POWER	33		
ARMOR	23	SHIELD	18	SPEED	18
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
20	20	8

DROP ITEMS	Tank Energy 10 (25%), Anti-Lock (20%)
STEAL ITEMS	Armor +1 (25%)
ATTACKS	Standard Strike, Stungun (Bind), Greedy (accuracy -40%, critical strike 75%)

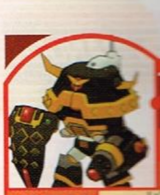


PREON DOC

LEVEL	29	TYPE	PREON		
LIFE ENERGY	4000	POWER	108		
ARMOR	75	SHIELD	66	SPEED	35
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
600	580	130

DROP ITEMS	Neutralizer (2%), 0 Effector (2%)
STEAL ITEMS	Tank Energy 25 (100%), Cure All (15%)
ATTACKS	Standard Strike, Smash! (-50% ~ +100% power), Refresh (remove negative effects), All Life Gain 25, Boost All Power, Boost All Armor, Boost All Shield, Boost All Speed, Power Leak, Armor Peeler, Shield Peeler, Hold Gum (-25% Speed)

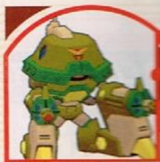


PREON ELITE

LEVEL	17	TYPE	PREON		
LIFE ENERGY	2200	POWER	78		
ARMOR	43	SHIELD	36	SPEED	30
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
160	280	40

DROP ITEMS	Hacking (15%), Tank Energy 50 (25%)
STEAL ITEMS	Exodus (25%)
ATTACKS	Standard Strike, Order (focus ally attacks), Power Leak (reduce Power), Riot (Berserk all), Life Gain 25

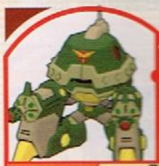


PREON GUNNER

LEVEL	16	TYPE	PREON		
LIFE ENERGY	1700	POWER	64		
ARMOR	34	SHIELD	40	SPEED	13
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
100	230	30

DROP ITEMS	Tank Energy 25 (30%), Build Power (1%)
STEAL ITEMS	Twin Missile (15%)
ATTACKS	Machinegun, 180 degrees (attack all)



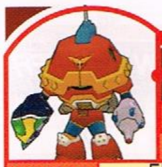
PREON GUNNER 2

LEVEL	31	TYPE	PREON		
LIFE ENERGY	4000	POWER	120		
ARMOR	70	SHIELD	60	SPEED	42
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
360	580	60

DROP ITEMS	Tank Energy 25 (1%), Cracker (5%)
STEAL ITEMS	Cooler (25%)
ATTACKS	Machinegun, Riot (Berserk all), 180 (attack all), Electromagnetic Field (Bind all)

PREON HYBRID



LEVEL	24	TYPE	PREON		
LIFE ENERGY	2600	POWER	70		
ARMOR	66	SHIELD	70	SPEED	32
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

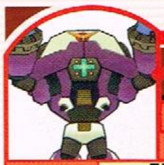
ZENNY	EXP	FME
0	450	100

DROP ITEMS	Nothing
STEAL ITEMS	Nothing

ATTACKS

Standard Strike, Break Shield, Wild Attack (-50% accuracy, 75% critical strike)

PREON NURSE



LEVEL	19	TYPE	PREON		
LIFE ENERGY	2400	POWER	72		
ARMOR	53	SHIELD	50	SPEED	34
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
280	240	200

DROP ITEMS	Build LE (1%), Injector (1%, 25% w/ "Thanks")
STEAL ITEMS	Tank Energy 10 (100%), Reboot (15%)

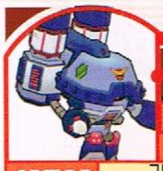
ATTACKS

Life Gain 25, All Life Gain 25, Boost Power, Boost Armor, Boost Shield, Boost Speed, Thanks

NOTE

Uses All Life Gain 25 on your party if not attacked and last enemy on field. Runs away the next round with "Thanks"

PREON POD



LEVEL	14	TYPE	PREON		
LIFE ENERGY	1400 (500)	POWER	60		
ARMOR	38	SHIELD	43	SPEED	60
FIRE DMG	100%	WATER DMG	25%	THUNDER DMG	200%

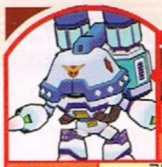
ZENNY	EXP	FME
60	130	30

DROP ITEMS	Liquid Suffocation (25%), Ice Missile (10%)
STEAL ITEMS	Warm-Up (50%), Water Guard (20%)

ATTACKS

Standard Strike, Bull's Eye, Mega Blizzard, Freeze Shot (charged attack)

PREON PRESSURE



LEVEL	30	TYPE	PREON		
LIFE ENERGY	5000 (1500)	POWER	98		
ARMOR	74	SHIELD	63	SPEED	60
FIRE DMG	100%	WATER DMG	25%	THUNDER DMG	150%

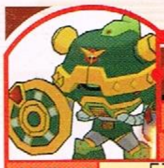
ZENNY	EXP	FME
300	640	100

DROP ITEMS	Twin Tomahawks (15%), Force Missiles (3%)
STEAL ITEMS	Liquid Suffocation (10%)

ATTACKS

Standard Strike, Ultra Blizzard, Death Gravity (reduce LE up to 25%) Hell Gravity (charged attack all, reduce LE up to 50%), Freeze Shot (freeze chance)

PREON S BOTOS



LEVEL	27	TYPE	PREON		
LIFE ENERGY	4000	POWER	150		
ARMOR	63	SHIELD	55	SPEED	42
FIRE DMG	50%	WATER DMG	150%	THUNDER DMG	100%

ZENNY	EXP	FME
420	520	100

DROP ITEMS	Combat Absorber (8%), Shot Absorber (8%)
STEAL ITEMS	Mega Fire (15%), Hacking (10%)

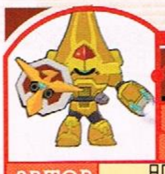
ATTACKS

Mega Fire, Bit Shift, Self-Destruct

NOTE

Only uses Self-Destruct when LE is low

PREON S EPSILON



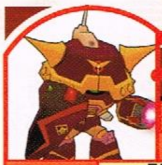
LEVEL	34	TYPE	PREON		
LIFE ENERGY	5400	POWER	122		
ARMOR	80	SHIELD	72	SPEED	37
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
560	700	120

DROP ITEMS	DOA Protection (5%), Build WE (1%)
STEAL ITEMS	Protect +3 (10%)

ATTACKS

Standard Strike, Code Breaker, Leak WE, Giga Fire, Giga Blizzard, Giga Thunder, Ultra Giga Fire, Ultra Giga Blizzard, Ultra Giga Thunder, Overload (-10% power, WE drain)



PREON S FACE

LEVEL	32	TYPE	PREON		
LIFE ENERGY	6000	POWER	118		
ARMOR	79	SHIELD	70	SPEED	34
FIRE DMG	150%	WATER DMG	100%	THUNDER DMG	50%

ZENNY	EXP	FME
480	660	90

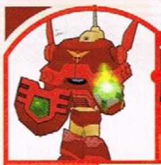
DROP ITEMS	Tractor Net (5%), Shock Lance Beta (2%)
STEAL ITEMS	Ultra Thunder (15%)

Standard Strike, Damage Charge/Discharge, Giga Thunder, Ultra Giga Thunder

ATTACKS

NOTE

Shielded from all attacks in Damage Charge; attacks during Charge power up Discharge attack



PREON S FERHAM

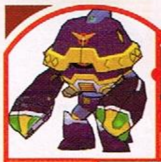
LEVEL	28	TYPE	PREON		
LIFE ENERGY	4800	POWER	96		
ARMOR	61	SHIELD	50	SPEED	30
FIRE DMG	100%	WATER DMG	50%	THUNDER DMG	150%

ZENNY	EXP	FME
330	560	120

DROP ITEMS	Tank Energy 25 (20%), Assassin Mind (10%)
STEAL ITEMS	Power +3 (10%)

Redrum (3-hit attack), Mega Blizzard, Giga Blizzard, Ultra Blizzard, Power Leak, Armor Peeler, Energy Sword (critical hit, +50% power)

ATTACKS



PREON SHIELDER

LEVEL	20	TYPE	PREON		
LIFE ENERGY	2800 (700)	POWER	80		
ARMOR	73	SHIELD	36	SPEED	60
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
220	350	70

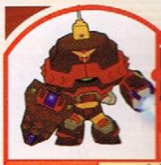
DROP ITEMS	Boost Shield (10%), Build Shield (1%)
STEAL ITEMS	Shield +3 (%20), Shield +3 (20%)

Standard Strike, Counter Shield/Force Shield

ATTACKS

NOTE

Shield guards against Shot attacks, broken by Combat attacks. Weak to Combat attacks



PREON SOLDIER

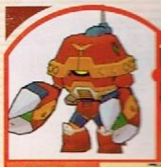
LEVEL	22	TYPE	PREON		
LIFE ENERGY	3200	POWER	78		
ARMOR	46	SHIELD	40	SPEED	26
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
250	380	55

DROP ITEMS	Boost Power (10%), Build Power (1%)
STEAL ITEMS	Protect +1 (10%)

Standard Strike, Smash! (-50% ~ +100% power), Life Gain 25

ATTACKS



PREON SPARK

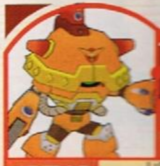
LEVEL	9	TYPE	PREON		
LIFE ENERGY	1100	POWER	40		
ARMOR	30	SHIELD	22	SPEED	20
FIRE DMG	150%	WATER DMG	100%	THUNDER DMG	75%

ZENNY	EXP	FME
30	52	20

DROP ITEMS	Mega Thunder (30%), Thunder Guard (25%)
STEAL ITEMS	Anti-Lock (25%)

Standard Strike, Mega Thunder, Electric Scissors, Impact Upper

ATTACKS



PREON TANK

LEVEL	17	TYPE	PREON		
LIFE ENERGY	2000	POWER	76		
ARMOR	45	SHIELD	40	SPEED	38
FIRE DMG	200%	WATER DMG	100%	THUNDER DMG	100%

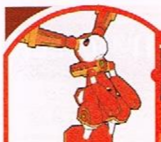
ZENNY	EXP	FME
180	250	60

DROP ITEMS	Tank Energy 25 (25%), Oil Can (2%)
STEAL ITEMS	Fire Guard (20%)

Standard Strike, Flammable Oil (Decrease Fire guard), Mega Fire, Greedy (accuracy -60%, 75% chance critical strike), Self-Destruct

ATTACKS

RABBID



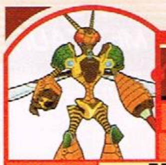
LEVEL	13	TYPE	BEAST		
LIFE ENERGY	1200	POWER	66		
ARMOR	38	SHIELD	34	SPEED	30
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	70	EXP	120	FME	35

DROP ITEMS Tank Energy 10 (25%), Reboot (10%)

STEAL ITEMS Nothing

ATTACKS Standard Strike, SOS, Spray Gun (2-shot all attack), Twin Laser

RED STINGER



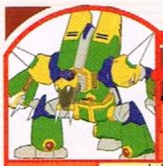
LEVEL	35	TYPE	INSECT		
LIFE ENERGY	3600	POWER	120		
ARMOR	90	SHIELD	80	SPEED	50
FIRE DMG	150%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	700	EXP	840	FME	80

DROP ITEMS Photon Missile (5%), Z Rapier + (1%)

STEAL ITEMS Boost Speed (10%)

ATTACKS Penetration (ignores Armor & Shield, power -60%), Bullseye (guaranteed critical), Virus Attack, Boost All Power, Boost All Shield, Boost All Speed, Window Slash (ignores Armor, attack all at -70% power)

RADAR KILLER



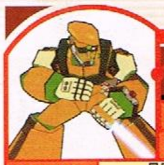
LEVEL	19	TYPE	BEAST		
LIFE ENERGY	4400	POWER	66		
ARMOR	43	SHIELD	38	SPEED	35
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	300	EXP	330	FME	62

DROP ITEMS Anti-Lock (25%), Shock Lance (5%)

STEAL ITEMS Bind Protection (30%)

ATTACKS Stungun (-20% power, Bind), Lock-On/Focus Maser (+80% power), Split Maser (attack all)

REDIPS GUARD



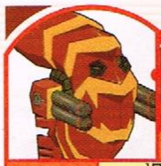
LEVEL	33	TYPE	HUMAN		
LIFE ENERGY	6000	POWER	142		
ARMOR	90	SHIELD	76	SPEED	33
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	500	EXP	920	FME	120

DROP ITEMS Decoy (10%), Insect Killer (2%)

STEAL ITEMS Boost Power (10%)

ATTACKS Standard Strike, Terra Thunder, Code Breaker, SOS, Critical Kick (guaranteed critical), Heat Needle (-70% power Fire shot,

RED HUBCAP



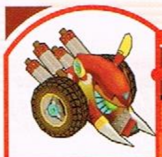
LEVEL	35	TYPE	MECHANILOID		
LIFE ENERGY	4200	POWER	130		
ARMOR	100	SHIELD	100	SPEED	26
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	0	EXP	700	FME	150

DROP ITEMS Tank Energy 10 (50%), Limit Buster MkII (2%)

STEAL ITEMS Nothing

ATTACKS Zapper (attack all), Mega Fire, Mega Blizzard, Mega Thunder, Ultra Giga Fire, Ultra Giga Blizzard, Ultra Giga Thunder, Terra Fire, Terra Blizzard, Terra Thunder, SOS

RUSH LOADER



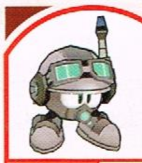
LEVEL	22	TYPE	MECHANILOID		
LIFE ENERGY	2000	POWER	80		
ARMOR	46	SHIELD	40	SPEED	20
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	450	EXP	400	FME	70

DROP ITEMS Unlock Limiter (5%), Power Charge (2%)

STEAL ITEMS Boost Power (15%), Beam Wonder (2%)

ATTACKS Dash, Burst-Speed Dash, Explosive Dash (kamikaze attack)

NOTE Only uses Explosive Dash if allies are destroyed.



SILVER METTAUR

LEVEL	24	TYPE	METTAUR		
LIFE ENERGY	3300	POWER	83		
ARMOR	80	SHIELD	60	SPEED	43
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	2500	EXP	300	FME	90

DROP ITEMS Beam Miracle (5%), Get FME + (5%)

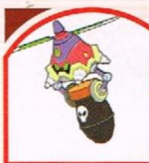
STEAL ITEMS Boost Shield (20%), Ace of Diamonds (10%)

Mettaur Shot, Mega Blizzard, Ultra Blizzard, Life Gain 25, Mattock Strike (ignores armor, -50% damage)

ATTACKS

NOTE

Weak to Combat attacks. Shielded from Shot attacks when ducked under helmet



SINEDROPPER

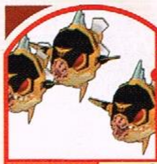
LEVEL	5	TYPE	MECHANILOID		
LIFE ENERGY	200	POWER	35		
ARMOR	8	SHIELD	10	SPEED	22
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	18	EXP	15	FME	6

DROP ITEMS Vaccine Program (25%), Virus Protection (20%)

STEAL ITEMS Vaccine Program (10%)

Sinevulcan (attack all), Toxic Bomb (Fire & Virus attack)

ATTACKS



SUPER TRIPUFFER

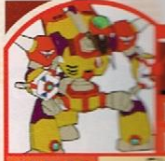
LEVEL	12	TYPE	BEAST		
LIFE ENERGY	500	POWER	64		
ARMOR	16	SHIELD	20	SPEED	36
FIRE DMG	ABSORB	WATER DMG	200%	THUNDER DMG	100%
ZENNY	60	EXP	120	FME	20

DROP ITEMS Mega Fire (20%) Melt Missile (10%)

STEAL ITEMS Boost Power (20%)

Triple attack, Shield Peeler, Mega Fire

ATTACKS



TRICLAW KILLER

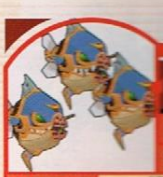
LEVEL	30	TYPE	BEAST		
LIFE ENERGY	5400	POWER	95		
ARMOR	54	SHIELD	50	SPEED	33
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	333	EXP	666	FME	333

DROP ITEMS LE +500 (3%), Hawkeye (3%)

STEAL ITEMS Hunter Missile (10%)

Standard Strike, Bullseye (guaranteed critical), Focus Maser, Spread Maser (attack all)

ATTACKS



TRIPUFFER

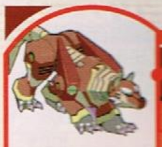
LEVEL	5	TYPE	BEAST		
LIFE ENERGY	340	POWER	52		
ARMOR	10	SHIELD	13	SPEED	30
FIRE DMG	100%	WATER DMG	ABSORB	THUNDER DMG	200%
ZENNY	16	EXP	30	FME	4

DROP ITEMS Tank Energy 10 (25%), Shield +1 (10%)

STEAL ITEMS Cooler (20%)

Triple Attack, Shield Peeler

ATTACKS



WILD DOG

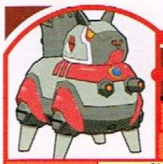
LEVEL	22	TYPE	BEAST		
LIFE ENERGY	2400	POWER	96		
ARMOR	68	SHIELD	60	SPEED	25
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	120	EXP	360	FME	90

DROP ITEMS Tank Energy 10 (20%), Cracker (3%)

STEAL ITEMS Anti-Lock (50%)

Standard Strike, Riot (Berserk all), Lunatic (+20% power, Berserk)

ATTACKS



WILD PATROL DOG

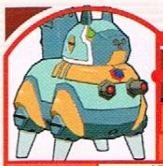
LEVEL	3	TYPE	BEAST		
LIFE ENERGY	400	POWER	23		
ARMOR	14	SHIELD	14	SPEED	10
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
12	7	5

DROP ITEMS Tank Energy 10 (25%), Boost Shield (20%)

STEAL ITEMS Shield +1 (50%)

ATTACKS Dog Shot, Shield Peeler (Shield -25%)



WILD RESCUE DOG

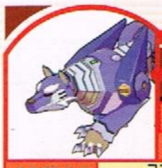
LEVEL	5	TYPE	BEAST		
LIFE ENERGY	600	POWER	28		
ARMOR	17	SHIELD	17	SPEED	26
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
20	12	8

DROP ITEMS Clear Vision (75%), Tank Energy 25 (20%)

STEAL ITEMS Cure One (20%)

ATTACKS Dog Shot, Life Gain 25, Sand Splash (Blind all)



WOLFLOID

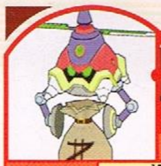
LEVEL	27	TYPE	BEAST		
LIFE ENERGY	3600	POWER	110		
ARMOR	72	SHIELD	63	SPEED	33
FIRE DMG	100%	WATER DMG	50%	THUNDER DMG	150%

ZENNY	EXP	FME
180	520	100

DROP ITEMS Tank Energy 10 (20%), Bait (3%)

STEAL ITEMS Water Guard (20%)

ATTACKS Standard Strike, Smash! (-50% to +100% power), Coercion (-25% power, target skips turn), Staredown (+20% damage, Berserk)



ZENNYDROPPER

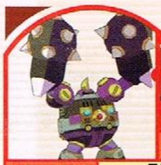
LEVEL	6	TYPE	MECHANILOID		
LIFE ENERGY	280	POWER	40		
ARMOR	10	SHIELD	15	SPEED	36
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
200 X TURNS	16	8

DROP ITEMS Get Zenny + (3%)

STEAL ITEMS Boost Speed (50%)

ATTACKS Sinevulcan (attack all)



ZWEI HAMMER

LEVEL	37	TYPE	HUMAN		
LIFE ENERGY	8000	POWER	55		
ARMOR	90	SHIELD	100	SPEED	40
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
800	800	150

DROP ITEMS Power Charge (4%), Full Metal Boxer (3%)

STEAL ITEMS Boost Armor (20%), Boost Power (20%)

ATTACKS Standard Strike, Break Shield, Wild Attack (-50% accuracy, 75% critical chance), Deep Impact (ignores Armor & Shield), Power Charge, Double Iron

NOTE Panics if ally destroyed

HIPPOPRESSOR

LEVEL	16	TYPE	BOSS		
LIFE ENERGY	5000	POWER	42		
ARMOR	20	SHIELD	8	SPEED	40
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
250	200	60

DROP ITEMS Fire Missile (100%), Guard Buster (100%)

STEAL ITEMS Nothing

Hippoppo Vulcan, Shark Missile Charge/Launch, Heavy Flier, Hippo Particle Cannon (Thunder attack, Bind)

ATTACKS

NOTE

Head is protected from Shot attacks. Only uses Particle Cannon when head is destroyed.

SHARK MISSILE

LEVEL	3	TYPE	BOSS		
LIFE ENERGY	500	POWER	20		
ARMOR	2	SHIELD	2	SPEED	1
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%

ZENNY	EXP	FME
0	12	6

DROP ITEMS Nothing

STEAL ITEMS Nothing

Explodes

ATTACKS

SPIDER

LEVEL	8	TYPE	BOSS		
LIFE ENERGY	1800	POWER	40		
ARMOR	30	SHIELD	26	SPEED	32
FIRE DMG	150%	WATER DMG	100%	THUNDER DMG	75%

ZENNY	EXP	FME
0	0	0

DROP ITEMS Nothing

STEAL ITEMS Nothing

Standard Strike, Rush (2-hit shot), Counter Card, Tri-Card (3- hit Fire, Water, Thunder attack), Four Penalty (Armor, Shield, Power & Speed -25%), Straight Flush (3-hit critical strike)

ATTACKS

FIRST ENCOUNTER

WILD JANGO

LEVEL	27	TYPE	BOSS		
LIFE ENERGY	9000	POWER	45		
ARMOR	43	SHIELD	24	SPEED	56
FIRE DMG	150%	WATER DMG	100%	THUNDER DMG	ABSORB

ZENNY	EXP	FME
500	1000	200

DROP ITEMS SubTank (100%), Thunder Buster (100%)

STEAL ITEMS Protect +1 (25%), Thunder Guard (25%)

Standard Strike, Ultra Thunder, Rolling Assault (Thunder attack), Lightning Rod (Thunder shot, reduce target Speed, Speed +10), Shock Nail (Thunder attack, Poison)

ATTACKS

SECOND ENCOUNTER

WILD JANGO

LEVEL	50	TYPE	BOSS		
LIFE ENERGY	645000	POWER	250		
ARMOR	140	SHIELD	160	SPEED	100
FIRE DMG	150%	WATER DMG	100%	THUNDER DMG	ABSORB

ZENNY	EXP	FME
3000	15000	1000

DROP ITEMS Build Power (100%)

STEAL ITEMS Boost Power (100%)

Standard Strike, Ultra Giga Thunder, Hell Gravity (reduce Le up to 50%), Code Breaker (instant-kill chance), Rolling Assault (Thunder attack), Lightning Rod (Thunder shot, reduce target Speed, Speed +10), Shock Nail (Thunder attack, Poison)

ATTACKS

FIRST ENCOUNTER

SILVER HORN

LEVEL	33	TYPE	BOSS		
LIFE ENERGY	17000	POWER	74		
ARMOR	44	SHIELD	42	SPEED	88
FIRE DMG	100%	WATER DMG	ABSORB	THUNDER DMG	150%

ZENNY	EXP	FME
1000	4000	300

DROP ITEMS Ice Buster (100%), Gain Hyper (100%)

STEAL ITEMS Combat Absorber (20%), Shot Absorber (20%)

Shock Geyser (Water attack), Cryogenics (Freeze), Ultra Blizzard, Tidal Wave (Water attack all, reduce LE up to 50%), Pressure Abyss (critical shot at +20% power), Liquid Coating (Combat defense up 25%, Shot defense up 50%, item defense up %25)

ATTACKS

SECOND ENCOUNTER

SILVER HORN

LEVEL	50	TYPE	BOSS		
LIFE ENERGY	73500	POWER	290		
ARMOR	105	SHIELD	95	SPEED	100
FIRE DMG	100%	WATER DMG	ABSORB	THUNDER DMG	150%
ZENNY	3000	EXP	15000	FME	1000

DROP ITEMS Build Armor (100%)

STEAL ITEMS Boost Armor (100%)

ATTACKS Shock Geyser (Water attack), Cryogenics (Freeze), Ultra Giga Blizzard, Tidal Wave (Water attack all, reduce LE up to 50%), Pressure Abyss (critical shot at +20% power), Liquid Coating (Combat defense up 25%, Shot defense up 50%, item defense up %25)

DR. PSYCHE

LEVEL	35	TYPE	BOSS		
LIFE ENERGY	12000	POWER	85		
ARMOR	46	SHIELD	40	SPEED	74
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	0	EXP	0	FME	0

DROP ITEMS Nothing

STEAL ITEMS Virus Missile (25%), Smoke Missile (25%)

ATTACKS Summon Needles, 4-D Throw, Needle Shower (sacrifice Needles for status changes), Doom Blaster (2-hit Berserk shot, -20% power)

NOTE Always uses Summon Needles if no Needles are in play

NEEDLES

LEVEL	4	TYPE	BOSS		
LIFE ENERGY	400	POWER	70		
ARMOR	30	SHIELD	40	SPEED	26
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	0	EXP	50	FME	3

DROP ITEMS None

STEAL ITEMS (100%), Cure All (25%)

ATTACKS Needle Vulcan, Stungun (Thunder attack, Bind), Smokeout (-20% power attack, Blind), Code Breaker (-20% power, chance of instant-kill), Virus Attack, Cryogenics (Freeze attack)

FIRST ENCOUNTER

MAD NAULTILUS

LEVEL	38	TYPE	BOSS		
LIFE ENERGY	10000	POWER	90		
ARMOR	30	SHIELD	36	SPEED	68
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	10000	EXP	8000	FME	600

DROP ITEMS SubTank (100%), Virus Missile (100%)

STEAL ITEMS Cure All (100%)

ATTACKS Mad Blaster, Penetration (ignore Armor & Shield, -60% damage), Mad Cocktail (attack all, random negative effect), Death Gravity (reduce LE by 25%), Energy Capture, Mad Ecstasy (attack all)

NOTE Counterattacks against all attacks, unless struck when its green core is exposed after the Mad ecstacy attack.

SECOND ENCOUNTER

MAD NAULTILUS

LEVEL	50	TYPE	BOSS		
LIFE ENERGY	38500	POWER	275		
ARMOR	85	SHIELD	95	SPEED	100
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	3000	EXP	15000	FME	1000

DROP ITEMS Build Shield (100%)

STEAL ITEMS Boost Shield (100%)

ATTACKS Mad Blaster, Penetration (ignore Armor & Shield, -60% damage), Energy Capture (restore LE), Death Gravity (reduce Le up to 25%), Mad Ecstasy (attack all), Mad Cocktail (attack all, random negative effect)

FIRST ENCOUNTER

MACH JENTLER

LEVEL	42	TYPE	BOSS		
LIFE ENERGY	28000 (1000)	POWER	98		
ARMOR	50	SHIELD	70	SPEED	40
FIRE DMG	ABSORB	WATER DMG	150%	THUNDER DMG	100%
ZENNY	12000	EXP	10000	FME	800

DROP ITEMS SubTank (100%), Fire Buster MkII(100%)

STEAL ITEMS Twin Fire (100%), Tank Energy 100 (50%)

ATTACKS Gentle Call (summons Preon units), Standard Strike, Smash! (-50% to +100% power), Giga Fire, Boost All Shield (+25% to allies Shield), Leak WE, Flame of Gehenna (Fire attack all)

SECOND ENCOUNTER

MACH JENTLER

LEVEL	50	TYPE	BOSS		
LIFE ENERGY	53500 (4000)	POWER	250		
ARMOR	75	SHIELD	95	SPEED	105
FIRE DMG	ABSORB	WATER DMG	150%	THUNDER DMG	100%
ZENNY	3000	EXP	15000	FME	1000

DROP ITEMS	Build Speed (100%)
STEAL ITEMS	Boost Speed (100%)
ATTACKS	Standard Strike, Smash! (-50% ~ +100% power), Giga Fire, Boost All Shield, Hold Gum All (reduce all Speed 25%), Leak WE, Coercion (skip target's turn), Gentle Call (summon Preons), Flame of Gehenna (Fire attack all)

ROUND 1

SHADOW

LEVEL	43	TYPE	BOSS		
LIFE ENERGY	18000 (1600)	POWER	112		
ARMOR	62	SHIELD	73	SPEED	78
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	0	EXP	0	FME	0

DROP ITEMS	Nothing
STEAL ITEMS	Gain Hyper (25%), Unlock Limiter (20%)
ATTACKS	Standard attack, Energy Charge/Pulverizer Cannon (reduce LE by up to 75%), Fatal Attack (guaranteed critical), Code Breaker (-20% power, chance of instant-kill), Break Shield, Ultra Blizzard

ROUND 2

SHADOW

LEVEL	43	TYPE	BOSS		
LIFE ENERGY	28000 (1600)	POWER	122		
ARMOR	0	SHIELD	73	SPEED	113
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	8000	EXP	9000	FME	600

DROP ITEMS	Figure Token (100%), Z Inchimonji (100%)
STEAL ITEMS	Build Armor (20%), Build Shield (20%)
ATTACKS	Standard attack, Energy Charge/Pulverizer Cannon (reduce LE by up to 75%), Fatal Attack (guaranteed critical), Code Breaker (-20% power, chance of instant-kill), Ultra Blizzard

FIRST ENCOUNTER

INCENTAS

LEVEL	46	TYPE	BOSS		
LIFE ENERGY	36000 (1200)	POWER	180		
ARMOR	70	SHIELD	70	SPEED	100
FIRE DMG	VARIABLE	WATER DMG	VARIABLE	THUNDER DMG	VARIABLE
ZENNY	15000	EXP	12500	FME	1000

DROP ITEMS	Twin Ice (100%), Twin Thunder (100%)
STEAL ITEMS	Build WE (20%), Build LE (20%)
ATTACKS	Asura Knuckle (2-hit Thunder shot to all), Ultra Fire, Ultra Blizzard, Ultra Thunder, Giga Fire, Giga Blizzard, Giga Thunder, Ultra Giga Fire, Ultra Giga Blizzard, Ultra Giga Thunder, Scorching Blaze, Eternal Glacier, Judgment Thunder
NOTE	Changes Element state every turn

SECOND ENCOUNTER

INCENTAS

LEVEL	50	TYPE	BOSS		
LIFE ENERGY	52600	POWER	228		
ARMOR	115	SHIELD	105	SPEED	100
FIRE DMG	[illegible]	WATER DMG	[illegible]	THUNDER DMG	VARIABLE (ABSORB, 100%, 200%)
ZENNY	3000	EXP	15000	FME	1000

DROP ITEMS	Build WE (100%)
STEAL ITEMS	Unlock Limiter (100%)
ATTACKS	Asura Knuckle (2-hit Thunder shot to all), Ultra Fire, Ultra Blizzard, Ultra Thunder, Ultra Giga Fire, Ultra Giga Blizzard, Ultra Giga Thunder, Scorching Blaze, Eternal Glacier, Judgment Thunder
NOTE	Changes Elements every round

FIRST ENCOUNTER

BOTOS

LEVEL	52	TYPE	BOSS		
LIFE ENERGY	400000	POWER	122		
ARMOR	70	SHIELD	65	SPEED	80
FIRE DMG	50%	WATER DMG	150%	THUNDER DMG	100%
ZENNY	16000	EXP	15000	FME	1500

DROP ITEMS	Twin Fire (100%), Fire Stella (100%)
STEAL ITEMS	Resist Fire (25%), Absorb DX (25%)
ATTACKS	Botos Trio (summon Q-Bits), 2-Bit (double-hit at -10% power), Showtime (attack all +30% damage), Battle Rhapsody (attack all, ignore Armor & Shield, power -60%), Battle Forte (all allies Power +25%), Battle Allegro (all allies Speed +25), Battle Andante (party Speed -25%), Cradle Song (party Armor & Shield -25%)

SECOND ENCOUNTER

BOTOS

LEVEL	26	TYPE	BOSS		
LIFE ENERGY	3	POWER	66		
ARMOR	44	SHIELD	47	SPEED	32
FIRE DMG	50%	WATER DMG	150%	THUNDER DMG	100%
ZENNY	0	EXP	0	FME	0

DROP ITEMS	Nothing
STEAL ITEMS	Nothing
ATTACKS	2-Bit (2-hit attack), Showtime (attack all +30% damage), Battle Rhapsody (attack all, ignore Armor & Shield, power -60%), Battle Forte (all allies Power +25%), Battle Allegro (all allies Speed +25), Battle Andante (party Speed -25%), Cradle Song (party Armor & Shield -25%)

THIRD ENCOUNTER

BOTOS

LEVEL	26	TYPE	BOSS		
LIFE ENERGY	3	POWER	66		
ARMOR	44	SHIELD	47	SPEED	200
FIRE DMG	50%	WATER DMG	150%	THUNDER DMG	100%
ZENNY	1200	EXP	1500	FME	30

DROP ITEMS	Nothing
STEAL ITEMS	Nothing
ATTACKS	2-Bit (2-hit attack), Showtime (attack all +30% damage), Battle Rhapsody (attack all, ignore Armor & Shield, power -60%), Battle Forte (all allies Power +25%), Battle Allegro (all allies Speed +25), Battle Andante (party Speed -25%), Cradle Song (party Armor & Shield -25%)

DECOY BOTOS

LEVEL	38	TYPE	BOSS		
LIFE ENERGY	12000	POWER	108		
ARMOR	83	SHIELD	82	SPEED	50
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	300	EXP	1800	FME	100

DROP ITEMS	Bait (100%)
STEAL ITEMS	Nothing
ATTACKS	2-bit (2-hit attack), Bit Shift (summon Bigbit), Showtime (attack all +30% damage)

Q BIT

LEVEL	18	TYPE	MECHANILOID		
LIFE ENERGY	2000	POWER	150		
ARMOR	40	SHIELD	45	SPEED	100
FIRE DMG	75%	WATER DMG	150%	THUNDER DMG	100%
ZENNY	0	EXP	250	FME	20

DROP ITEMS	Nothing
STEAL ITEMS	Nothing
ATTACKS	Mega Fire, Death Gravity (Reduce LE up to 25%), Life gain 25

FERHAM

LEVEL	55	TYPE	BOSS		
LIFE ENERGY	50000 (1800)	POWER	140		
ARMOR	84	SHIELD	74	SPEED	116
FIRE DMG	100%	WATER DMG	50%	THUNDER DMG	150%
ZENNY	18000	EXP	20000	FME	2000

DROP ITEMS	Ice Stella (100%), Heat Haze (100%)
STEAL ITEMS	Build Hyper (25%), Force Missiles (20%)
ATTACKS	Standard Strike, Giga Blizzard, Terra Blizzard, Bloody Snake (attack all), Crimson Shade (create illusionary double), Sonic Blizzard (Freeze attack at -30% power, ignore target Armor)

FIRST ENCOUNTER

SCARFACE

LEVEL	57	TYPE	BOSS		
LIFE ENERGY	37500	POWER	142		
ARMOR	80	SHIELD	85	SPEED	70
FIRE DMG	150%	WATER DMG	100%	THUNDER DMG	ABSORB
ZENNY	10000	EXP	6000	FME	2400

DROP ITEMS	Tank Energy Infinite (100%), Shock Lance Beta (100%)
STEAL ITEMS	Ultra Thunder (50%), Thunder Resist (25%)
ATTACKS	Plasma Lance, Ultra Thunder, Terra Thunder, Plasma Ball (Thunder shot, high chance of critical), Plasma Array (Thunder attack all, Bind), Electro Breaker (Thunder attack all, restore LE)
NOTE	Defends against the last type of attack he was hit with, Combat or Shot. If hit with an attack type he is defending against, has a high chance of counterattack.

SECOND ENCOUNTER

SCARFACE

LEVEL	58	TYPE	BOSS		
LIFE ENERGY	42500	POWER	142		
ARMOR	75	SHIELD	75	SPEED	76
FIRE DMG	150%	WATER DMG	100%	THUNDER DMG	ABSORB
ZENNY	10000	EXP	24000	FME	2600

DROP ITEMS Thunder Buster MkIII (10%), Thunder Saber+ (10%)

STEAL ITEMS Tank Energy 100 (100%)

ATTACKS Plasma Lance, Ultra Thunder, Terra Thunder, Plasma Ball (Thunder shot, high chance of critical), Plasma Array (Thunder attack all, Bind), Electro Breaker (Thunder attack all, restore LE)

NOTE Defends against the last type of attack he was hit with, Combat or Shot. If hit with an attack type he is defending against, has a high chance of counterattack.

ROUND 1

EPSILON

LEVEL	63	TYPE	BOSS		
LIFE ENERGY	34500	POWER	134		
ARMOR	84	SHIELD	74	SPEED	82
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	0	EXP	0	FME	0

DROP ITEMS Nothing

STEAL ITEMS Protect +5 (25%), Full Specs +3 (25%)

ATTACKS Fatal Attack (guaranteed critical strike), Power Virus, Ultra Giga Fire, Ultra Giga Blizzard, Ultra Giga Thunder, Meta Crush (reduce character to 1 LE), Nova Thunder (attack all), Omega Force (power up for Round 2)

ROUND 2 – EJECT EPSILON

EPSILON

LEVEL	63	TYPE	BOSS		
LIFE ENERGY	43500	POWER	123		
ARMOR	93	SHIELD	90	SPEED	82
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	20000	EXP	30000	FME	5000

DROP ITEMS Tank Parts (100%), Force Tomahawks (100%)

STEAL ITEMS Gain Hyper (50%), Build Hyper (50%)

ATTACKS Terra Fire, Terra blizzard, Terra Thunder, Meta Crush, Nova Thunder

DEPTH DRAGOON

LEVEL	60	TYPE	BOSS		
LIFE ENERGY	64500	POWER	185		
ARMOR	152	SHIELD	162	SPEED	110
FIRE DMG	150%	WATER DMG	100%	THUNDER DMG	ABSORB
ZENNY	10000	EXP	23000	FME	2000

DROP ITEMS Force Tomahawks (100%), Build LE (100%)

STEAL ITEMS Beast Lancer (3%)

ATTACKS Thunder Clap (-20% power, skip target's turn) Electromagnetic Field (Blind all), Hell Gravity (reduce target LE by up to 50%), Ultra Giga Thunder, Terra Thunder, Boost Power, Boost Shield, Boost Armor, Boost Speed, Destructive Blow (attack all, -20% power), Thunder Brigade (attack all, 3 hits)

REDIPS

LEVEL	62	TYPE	BOSS		
LIFE ENERGY	51500	POWER	178		
ARMOR	146	SHIELD	133	SPEED	80
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	15000	EXP	30000	FME	3000

DROP ITEMS Beam Sword (100%)

STEAL ITEMS Rei Ichimonji (5%)

ATTACKS Code Red (summon Red Hubcaps), Grand Cross (2-hit attack), Ballistic (2-hit chance of instant kill, -20% power), Violence Assault (5~8 Fire attck)

NOTE Often defends from attack

ROUND 1

GREAT REDIPS

LEVEL	88	TYPE	BOSS		
LIFE ENERGY	999999	POWER	200		
ARMOR	180	SHIELD	180	SPEED	90
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	0	EXP	0	FME	0

DROP ITEMS Nothing

STEAL ITEMS SFM Fragment Alpha (1%)

ATTACKS Phalanx, Memento Mori (Virus, Blind, Berserk, Freeze, Bind effects), Deus ex Machina (3 hits to entire party)

ROUND 2

GREAT REDIPS

LEVEL	88	TYPE	BOSS		
LIFE ENERGY	72500	POWER	165		
ARMOR	60	SHIELD	65	SPEED	90
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	0	EXP	0	FME	0

DROP ITEMS	Nothing
STEAL ITEMS	SFM Fragment Beta (1%)
ATTACKS	Phalanx, Code Breaker, Deep Impact (ignore Armor & Shield), Memento Mori, Deus ex Machina, Carpe Diem (party's WE reduced to 0)

SUPRA-FORCE METAL L

GREAT REDIPS

LEVEL	77	TYPE	BOSS		
LIFE ENERGY	4600	POWER	800		
ARMOR	93	SHIELD	92	SPEED	50
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	0	EXP	0	FME	0

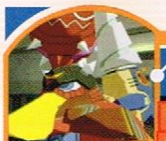
DROP ITEMS	Nothing
STEAL ITEMS	Neutralizer -10 (10%), Neutralizer -20 (10%)
ATTACKS	Mega Fire, Mega Blizzard, Mega Thunder, Format (remove all support effects)

SUPRA-FORCE METAL R

GREAT REDIPS

LEVEL	77	TYPE	BOSS		
LIFE ENERGY	4600	POWER	800		
ARMOR	93	SHIELD	92	SPEED	50
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	0	EXP	0	FME	0

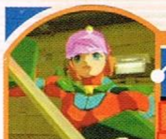
DROP ITEMS	Nothing
STEAL ITEMS	Neutralizer -10 (10%), Neutralizer -20 (10%)
ATTACKS	Mega Fire, Mega Blizzard, Mega Thunder



DUCKBILL MOLE

LEVEL	60	TYPE	BOSS		
LIFE ENERGY	58000	POWER	155		
ARMOR	65	SHIELD	75	SPEED	80
FIRE DMG	ABSORB	WATER DMG	150%	THUNDER DMG	100%
ZENNY	4000	EXP	15000	FME	1800

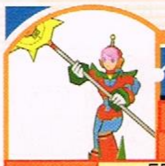
DROP ITEMS	Power Charge (100%), Figure Token (100%)
STEAL ITEMS	Ultra Fire (25%), Fire Resist (20%)
ATTACKS	Ultra Giga Fire, Mega Fire, Break Shield, Kamikaze Drill (+50% power, reduce Armor & Shield 25%), Quake Hammer (+50% power Fire attack), Mantle Assault (Fire attack to all)
NOTE	Powers down when hit with Ice attacks, causing him to lose power and the ability to use certain moves



RAFFLESIAN

LEVEL	77	TYPE	BOSS		
LIFE ENERGY	31500	POWER	115		
ARMOR	75	SHIELD	65	SPEED	70
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	10000	EXP	22000	FME	3000

DROP ITEMS	Tank Parts (100%), Figure Token (100%)
STEAL ITEMS	Build LE (25%), Force Tomahawk (25%)
ATTACKS	Standard Strike, Deep Impact, Riot, Terra Thunder, Ultra Giga Blizzard, Sunburst (hit all)
NOTE	Restores LE and grows in power a little every turn



BELLADONNA

LEVEL	44	TYPE	BOSS		
LIFE ENERGY	20500	POWER	145		
ARMOR	60	SHIELD	60	SPEED	110
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	2000	EXP	4000	FME	600

DROP ITEMS	Resist (100%), Turbo Clock (100%)
STEAL ITEMS	Force Missiles (25%), Build Speed(25%)
ATTACKS	Standard Strike, Fatal Attack (guaranteed critical), Electromagnetic Field (Bind all), Ultra Giga Blizzard, Energy Capture, Bold Beam
NOTE	Restores LE every turn, gets slightly stronger every time she's attacked

ONETAIL

THE TAIL CLAN

LEVEL	91	TYPE	BOSS		
LIFE ENERGY	72500	POWER	225		
ARMOR	35	SHIELD	35	SPEED	85
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	20000	EXP	40000	FME	6000

DROP ITEMS Tank Parts (100%), Figure Token (100%)

STEAL ITEMS Build LE (10%), Build WE (10%)

ATTACKS Tail Strike (2-hit attack), Terra Fire, Terra Blizzard, Terra Thunder, Regeneration (revive KO'd characters to 25% LE), Pressure Needle (WE drain), Annihilator Hadouken (attack all)

NOTE Restores LE every turn

TWOTAILS

THE TAIL CLAN

LEVEL	92	TYPE	BOSS		
LIFE ENERGY	75200	POWER	230		
ARMOR	50	SHIELD	50	SPEED	85
FIRE DMG	VARIABLE	WATER DMG	VARIABLE	THUNDER DMG	VARIABLE
ZENNY	15000	EXP	25000	FME	4000

DROP ITEMS Stamina Missile (100%), Figure Token (100%)

STEAL ITEMS Build Power (10%), Build Speed (10%)

ATTACKS Tail Strike (2-hit attack), Ultra Giga Fire, Ultra Giga Blizzard, Ultra Giga Thunder, Pressure Needle (WE drain), Annihilator Hadouken (attack all)

THREETAILS

THE TAIL CLAN

LEVEL	93	TYPE	BOSS		
LIFE ENERGY	59500	POWER	180		
ARMOR	60	SHIELD	40	SPEED	85
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	18000	EXP	20000	FME	3000

DROP ITEMS Build Hyper (100%), Figure Token (100%)

STEAL ITEMS Build Armor (10%), Build Shield (10%)

ATTACKS Tail Strike (2-hit attack), Deep Impact (ignore Armor & Shield), Hell Gravity (reduce LE up to 25%), Smokeout (Blind), Virus Attack, Cracking (Berserk), Cryogenics (Freeze), Life Gain 25, Ultra Giga Blizzard, Pressure Needle (WE drain), Annihilator Hadouken (attack all)

FOURTAILS

THE TAIL CLAN

LEVEL	94	TYPE	BOSS		
LIFE ENERGY	121500	POWER	380		
ARMOR	200	SHIELD	180	SPEED	120
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	40000	EXP	80000	FME	8000

DROP ITEMS Red Lotus Saber (100%), Figure Token (100%)

STEAL ITEMS Unlock Limiter (10%), Build Hyper (10%)

ATTACKS Pressure Needle (reduce WE), Deep impact (ignore Amror & Shield), Code Breaker (instant-kill), Ultra Giga Thunder, Tail Strike (2-hit attack)

FIVETAILS

THE TAIL CLAN

LEVEL	95	TYPE	BOSS		
LIFE ENERGY	26500	POWER	180		
ARMOR	50	SHIELD	65	SPEED	100
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	4000	EXP	10000	FME	1000

DROP ITEMS Energy Field (5%), Force Tomahawk (5%)

STEAL ITEMS Boost Armor (25%), Boost Shield (%25)

ATTACKS Tail Strike (2-hit attack), Self-Destruct, Pressure Needle (WE drain), Annihilator Hadouken (attack all)

SIXTAILS

THE TAIL CLAN

LEVEL	96	TYPE	BOSS		
LIFE ENERGY	206500	POWER	305		
ARMOR	120	SHIELD	75	SPEED	110
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	50000	EXP	100000	FME	10000

DROP ITEMS Tank Parts (100%), figure Token (100%)

STEAL ITEMS Build LE (10%), Build WE (10%)

ATTACKS Tail Strike (2-hit attack), Self-Destruct, Life Gain MAX, Ultra Giga Fire, Pressure Needle (WE drain), Annihilator Hadouken (attack all)

SEVENTAILS

THE TAIL CLAN

		LEVEL	97	TYPE	BOSS
		LIFE ENERGY	61500	POWER	160
ARMOR	90	SHIELD	85	SPEED	90
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	30000	EXP	60000	FME	7000

DROP ITEMS Vitality Missile (100%), Figure Token (100%)

STEAL ITEMS Build Power (10%), Build Speed (10%)

Tail Strike (2-hit attack), Deep Impact (ignores Armor & Shield), Terra Thunder, Stungun (Bind), Ultra Giga Thunder, Pressure Needle (WE drain), Annihilator Hadouken (attack all)

ATTACKS

EIGHTTAILS

THE TAIL CLAN

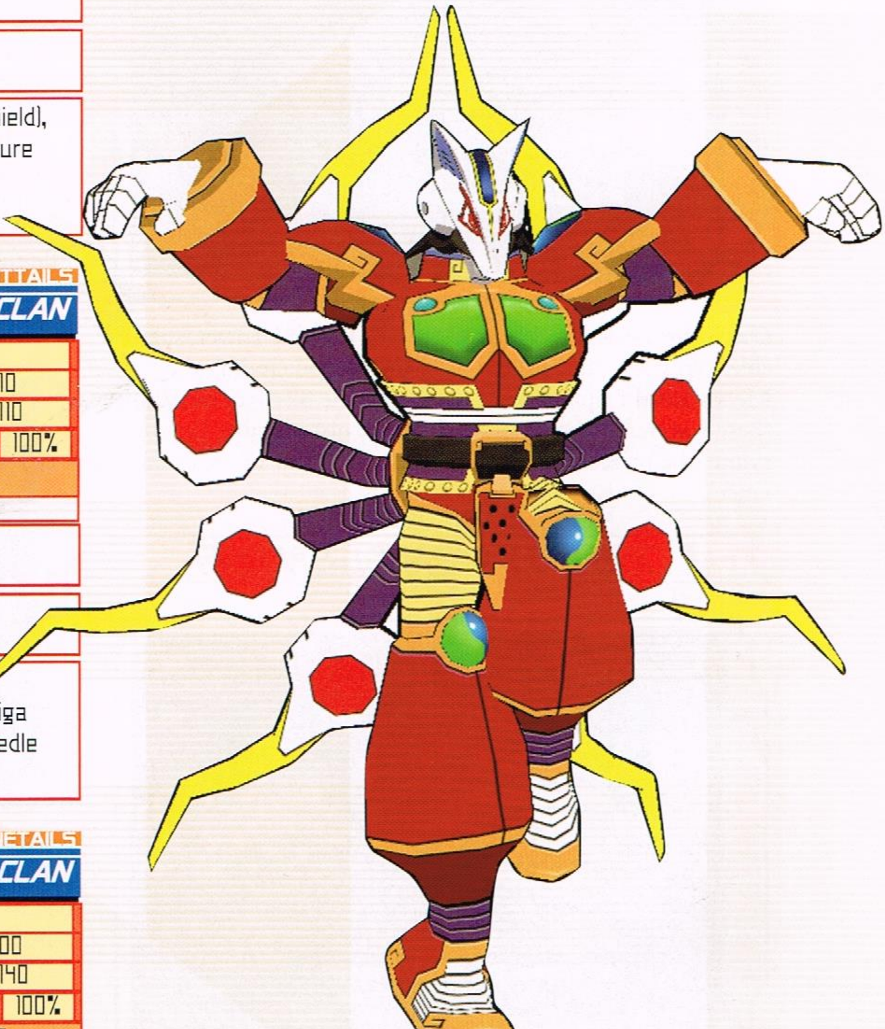
		LEVEL	98	TYPE	BOSS
		LIFE ENERGY	58500	POWER	210
ARMOR	35	SHIELD	50	SPEED	110
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	20000	EXP	20000	FME	3000

DROP ITEMS LE +1000 (3%), Full specs +10 (3%)

STEAL ITEMS Boost Power (25%), Boost Speed (25%)

Tail Strike (2-hit attack), Terra Fire, Terra Blizzard, Terra Thunder, SOS, Coercion (skip target's turn), Ultra Giga Fire, Ultra Giga Blizzard, Ultra Giga Thunder, Pressure Needle (WE drain), Annihilator Hadouken (attack all)

ATTACKS



NINETAILS

THE TAIL CLAN

		LEVEL	99	TYPE	BOSS
		LIFE ENERGY	92500	POWER	400
ARMOR	90	SHIELD	95	SPEED	140
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
ZENNY	65000	EXP	130000	FME	130000

DROP ITEMS Ancient Gun (100%), Figure Token (100%)

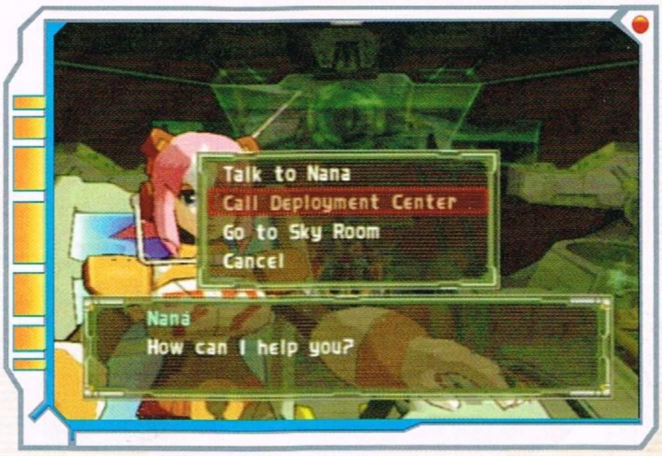
STEAL ITEMS Build WE (10%), Build Hyper (10%)

Tail Strike (2-hit attack), Terra Fire, Terra Blizzard, Terra Thunder, Regeneration (revive KO'd characters to 25% LE), Destructive Blow (attack all, -20% power), Nine Fragments (9-hit attack), Annihilator Hadouken (attack all)

ATTACKS

3.6

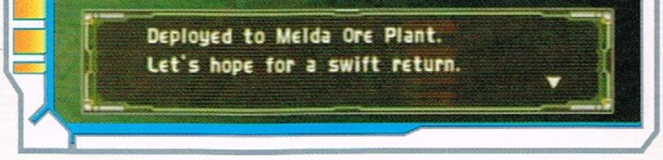
DEPLOYMENT CENTER & THE SKY ROOM



Nana
How can I help you?

Once Nana is in the operator's seat at Central Tower, she is able to restore a few functions of the base, including the Mechaniloid Deployment Center and the Sky Room. While these features are completely optional, not affecting the storyline, the prizes to be won from them can be of great assistance.

THE DEPLOYMENT CENTER

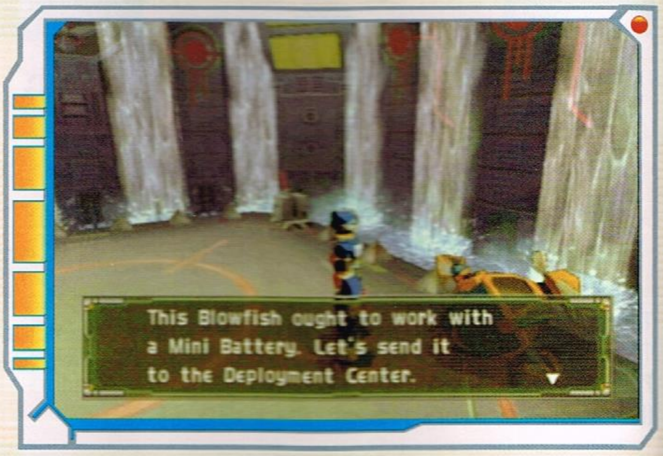


Deployed to Melda Ore Plant.
Let's hope for a swift return.

The Deployment Center is amazingly easy to use. In a nutshell, all you do is select up to three of your available Mechaniloids to send into areas you've already cleared to collect items and Zenny. Check back into the Deployment Center after a little while to see who's come back and what they've brought you. Most of the prizes they bring back are design sketches, music files and video clips, but there are also valuable items to be found too!

Each Mechaniloid is programmed to seek out a certain variety of prize. Combat units (red) are focused on destroying enemies and collecting Zenny. Search units (yellow) are primarily focused on seeking out items. And Intelligence units (green) are after data discs full of supplemental information. Nana offers her opinion of your unit choices before you send them off, pay heed to her words.

Your units might not make it back intact, though, if they aren't strong enough to handle the area. Thankfully, you do not lose deactivated units; they're automatically repaired and ready to be deployed right away. All you've done is lost a little time, no sweat. Mechaniloids advance with successful missions, improving their skills and chances of success for more difficult areas.



This Blowfish ought to work with a Mini Battery. Let's send it to the Deployment Center.

Mechaniloids for the Deployment Center are scattered across the eight areas. Most of them only need to be examined to be warped back to base, but some require a special item in order to be started up before you can use them.

MECHALOID CHART

	MECHANILOID	TYPE	VIT	ATTACK	SEARCH	INT	MOVE	FOUND
	D-Shark	Combat	32	3	1	1	2	Deployment Center start
	Big Monkey	Combat	36	4	2	1	2	Gaudile East Deck Residential Division 102
	Einhammer	Combat	46	4	2	2	1	Ulfat Smelting Furnace 2 (needs Ball & Chain Hammer)
	Killer Mantis	Combat	50	5	2	1	3	Ulfat Freight Lift 1
	Radar Killer	Combat	40	5	2	2	4	Tianna Maze Area 1 (locked area)
	Mega Mantor	Combat	52	6	2	3	1	Gimialla L2 Northeast Division (needs Mini Battery)
	Liquid Glob	Combat	56	6	3	3	2	Vanallia Quicksand South Side (needs Cyber Liquid)
	Meltdown	Combat	60	7	3	2	1	Melda Missile Maintenance Room
	Patrol Dog	Search	28	1	3	2	3	Deployment Center start
	Preon	Search	32	1	3	1	2	Gaudile East Deck High Speed Lift Area
	Dober Man	Search	34	2	4	2	3	Gaudile Great Stump Hall (needs Bone Key)
	Rush Loader	Search	40	3	4	1	5	Ulfat Smelting Furnace 1
	Degraver	Search	44	1	5	1	2	Gimialla L3 Northwest Division
	Mega Tortoise	Search	48	2	4	1	1	Vanallia Desert Quicksand (needs Mini Battery)
	Deerball	Search	40	2	8	5	2	Lagrano East Block Stairs 4F ~ 5F (locked area)
	Wolfloid	Search	44	3	6	1	6	Melda Area B-304
	Sinedropper	Intell	20	1	2	3	5	Deployment Center start
	Bat Bone	Intell	22	1	2	3	5	Gimialla L2 Northwest Division
	Blowfish	Intell	24	2	2	4	6	Tianna Aqua Colliseum (needs Mini Battery)
	Mettaur	Intell	26	1	3	4	3	Gaudile West Deck Main Route
	Pararoid	Intell	20	1	2	4	4	Vanallia Jammer Energy Control Room (needs Mini Motor)
	Rabbid	Intell	26	1	3	4	3	Melda Ore Plant External Tank
	Gold Blader	Intell	48	2	5	6	5	Gimialla L3 Southwest Division (needs Heavy Motor)
	Bladey	Intell	44	5	4	7	7	Grave Level D Security Zone

How you assemble your search party has an effect on their success chances as well as the individual Mechaniloids' stats. The right combo of search types can really boost their luck, leading to more items found and higher probability of survival! Bear in mind that even a lucky unit can come back beaten and empty-handed if they're simply not strong enough.

DEPLOYMENT TEAMS

UNIT #1	UNIT #2	UNIT #3	LUCK
Combat	Combat	Combat	Excellent
Combat	Combat	Search	Good
Combat	Combat	Intell	Good
Combat	Combat	-	Excellent
Combat	Search	Combat	High
Combat	Search	Search	High
Combat	Search	Intell	Good
Combat	Search	-	High
Combat	Intell	Combat	High
Combat	Intell	Search	Good
Combat	Intell	Intell	Good
Combat	Intell	-	High
Combat	-	-	Excellent
Search	Combat	Combat	High
Search	Combat	Search	Good
Search	Combat	Intell	Fair
Search	Combat	-	High
Search	Search	Combat	Excellent
Search	Search	Search	High
Search	Search	Intell	Fair
Search	Search	-	High
Search	Intell	Combat	High
Search	Intell	Search	Good
Search	Intell	Intell	Poor
Search	Intell	-	High
Search	-	-	High
Intell	Combat	Combat	High
Intell	Combat	Search	Good
Intell	Combat	Intell	Fair
Intell	Combat	-	High
Intell	Search	Combat	Good
Intell	Search	Search	Fair
Intell	Search	Intell	Poor
Intell	Search	-	High
Intell	Intell	Combat	Fair
Intell	Intell	Search	Good
Intell	Intell	Intell	Fair
Intell	Intell	-	High
Intell	-	-	Abysmal

Each area has a set list of available treasure. Keep sending in Mechaniloids until you've claimed every single piece of booty!

DEPLOYMENT AREAS

LAGRANO RUINS

Zenny: 3000

Items: Tank Parts, Lagrano Key, Good Luck Force Metal, Figure Token x2, Lagrano Ruins Figure

Design Art: #2 X's Scarf, #34 Hippopressor, #36 Patrol Dog, #88 Ruins

Data Files: #8 About Giga City, #9 Lagrano Ruins

Background Music: #13 Maverick Hunter 2, #24 Fight, X!, #31 Darkness and Despair, #48 Giga City Memories, #49 Trajectory of Battle 1

Videos: #2 Analysis, #3 Hippopressor, #4 Epsilon, #5 The Cadre

CENTRAL TOWER

Zenny: 3000

Design Art: #14 Residents, #20 Chief A rough, #27 Aile, #38 Einhammer, #60 Headquarters, #90 Container Ship, #97 Headquarters Plan, #98 Base plan, #100 Market

Data Files: #2 Building Giga City, #10 Central Tower

Background Music: #2 Steal Hope Back, #12 Central Tower, #17 Event Battle, #30 Spider Magic, #32 Brush With Danger, #34 Sympathy and Sorrow 2

Movie Files: #6 Secret Resistance Base, #7 Wanted Dead or Alive, #8 The Bounty Hunter, #9 Enter Aile, #10 Vow to Aile, #11 The Bargain With Jango, #12 Spider Returns, #13 Wrath Of Jango, #14 Spider Reformed, #15 Spider Joins The Fight

TIANNA CAMP

Zenny: 4000

Items: Block All Force Metal, Tianna Key, Tianna Camp Figure

Design Art: #12 Silver Horn, #17 Nana, #19 Prisoner Nana, #29 D-Rex, #30 Gulpfast, #31 Dober Man, #50 True Massimo, #61 Seabed Tunnel, #62 Submarine Paths, #64 POW Camp Corridors, #65 Prison Guards' Office, #66 Prison Guards' Room, #67 Undersea Cell

Data Files: #3 Turning Maverick, #11 Tianna Camp

Background Music: #3 Subterrania, #11 Hunter Base, #15 Final Battle, #27 Steel Massimo, #36 Resolution

Movie Files: #16 Enter Massimo, #17 Nana and Silver Horn, #18 Entrusted With a Legacy, #19 Battle with Silver Horn

GAUDILE LABORATORY

Zenny: 3000

Items: Generator Sub-Weapon, Meet Marino! Poster

Design Art: #13 Psyche Mecha, #25 Gaudile, #26 Cinnamon, #28 Marino, #32 Rabbid, #33 Killer Mantis, #35 Pararoid, #40 Mad Nautilus, #41 Dr. Psyche, #70 Lab Elevator, #71 Lab Exterior, #72 Lab Corridors, #73 Tunnel, #74 Laboratory, #75 Lab Rough

Data Files: #4 Birth of Epsilon, #11 Gaudile Laboratory

Background Music: #4 Forest Treasure, #28 Marino The Thief, #29 Help Me! Cinnamon, #33 Peace and Tranquility, #42 Talking

Movie Files: #20 Enter Marino, #21 Dr. Psyche, #22 Cinnamon and Marino, #23 Enter Gaudile, #24 Cinnamon's Secret, #25 Marino in a Tight Spot, #26 Battle With Psyche

ULFAT FACTORY

Zenny: 5000

Items: Stamina Missile Sub-Weapon, Reverse Fire Force Metal, Figure Token x2, Ulfat Factory Figure

Design Art: #16 Crow Boss, #42 Axl Expressions, #76 Controlling Device, #77 Factory Control Room, #78 Smelting Furnace, #93 Monitor Room

Data Files: #5 Epsilon's Uprising, #13 Ulfat Factory

Background Music: #5 Unknown Energy, #26 Enter Axl, #37 Beaming With Joy, #43 Resistance Lines

Movie Files: #27 Enter Axl, #28 Jentra, #29 X and Zero Meet Again, #30 Battle With Jentra, #31 Duboar Berserk, #32 Axl Transforms

GIMIALLA MINE

Zenny: 4000

Items: Reverse Thunder Force Metal, Gimialla Key, Figure Token, Preon Invasion Poster

Design Art: #11 Shadow, #48 Evil Shadow, #51 Marino Sketch 1, #52 Marino Sketch 2, #79 Mine Corridor

Data Files: #6 The Task Force, #12 Gimialla Mine

Background Music: #6 A Friend in Danger, #25 Standby Zero, #35 Sympathy and Sorrow 2

Movie Files: #33 Zero Goes It Alone, #34 A Strange Light, #35 Shadow Arrives, #36 Zero and Shadow, #37 Sneak Attack, #38 Battle With Incentas, #39 The End of Spider

VANALLIA DESERT

Zenny: 6000

Items: Block All Force Metal, Super Absorber Sub-Weapon, Bait Sub-Weapon, Tank Parts, Fearsome Foe Poster, Vanallia Desert Figure, Figure Token x3

Design Art: #44 Botos, #80 Desert Entrance

Data Files: #6 The Task Force, #13 Vanallia Desert

Background Music: #7 Desert Maze, #14 Maverick Hunter 2, #16 Boss Battle, #40 Mysterious Ways, #41 They Call Me Botos!, #44 Mission To Rebel, #47 Do You Copy?

Movie Files: #40 Ferham, #41 Enter Botos, #42 Botos Escapes

MELDA ORE PLANT

Zenny: 8000

Items: Reverse Water Force Metal, Melda Key, Secret Assembly Poster, Melda Ore Plant Figure, Figure Token

Design Art: #37 Degraver, #45 Ferham Expressions, #46 Scarface, #47 Redips, #81 Plant Corridors, #82 Plant Room, #83 Missile, #84 Missile Silo

Data Files: Melda Ore Plant

Background Music: #8 Glacial Activity, #38 Strength and Valor, #39 Rebellious Ambitions, #45 A Rebel's Fate, #46 Mystery Metal

Movie Files: #43 Battle With Botos, #44 Battle with Ferham, #45 Ferham Falls, #46 Fated for Betrayal, #47 Stolen Supra-Force Metal

THE SKY ROOM

All of the goodies you've acquired are on display in the Sky Room. Inside the display cabinet you can view all your Action Figures, the game development sketches, and the supplemental data files. The Sky Room can be decorated with one of ten different posters, hung next to the jukebox containing background music and the movie files. Finally, the computer on the right holds onto your personal data; targets met, battle data, your spending habits and how many items you have left in each level! You can also change the color of X's energy-scarf, if you've acquired new colors.

There are 36 Targets to achieve in the game, each one earning you a new prize for the Sky Room. However, the computer does not give you the Target requirements until you actually reach them!

CHALLENGE CHART

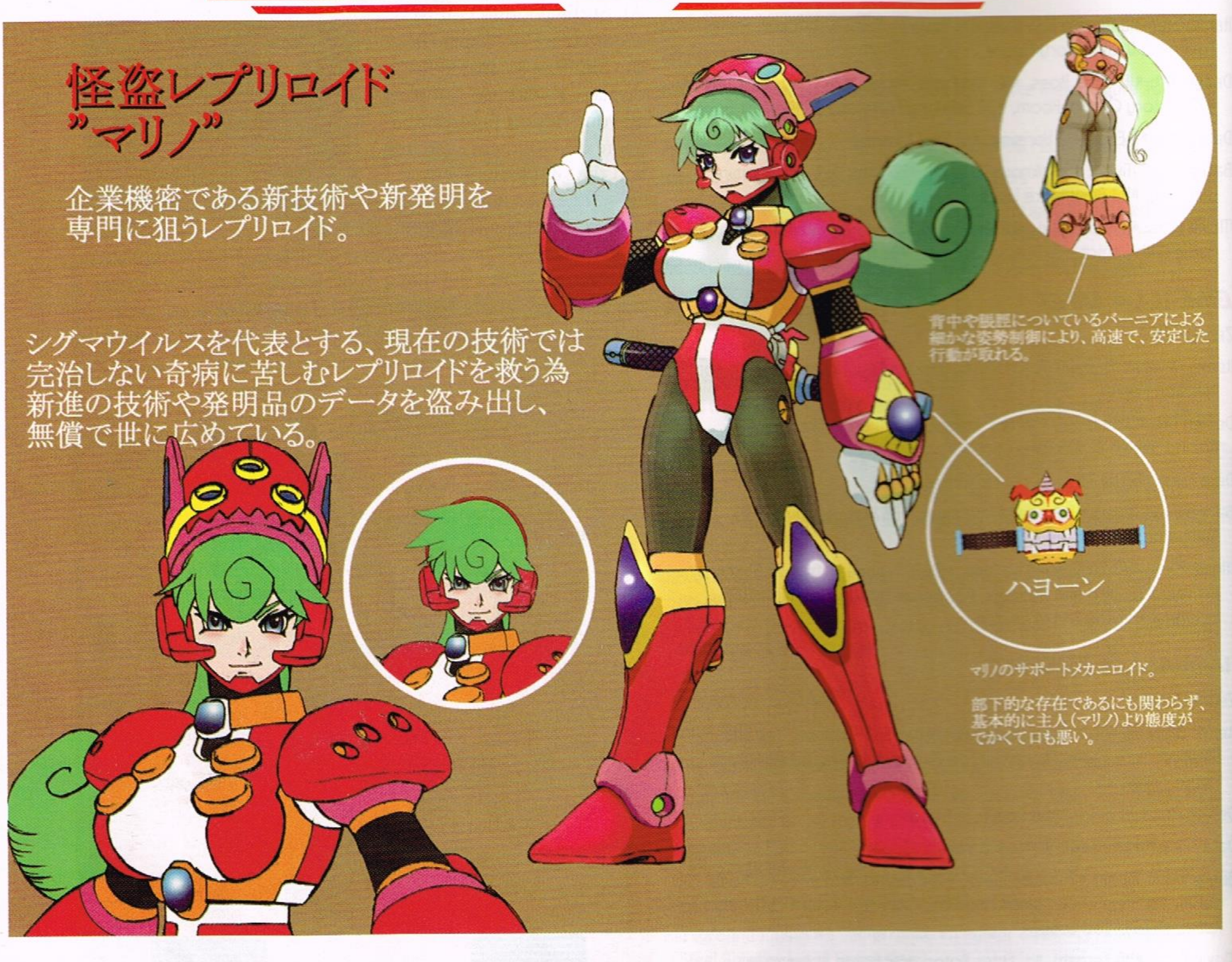
TARGET	PRIZE
Fought over 500 battles	Yellow Scarf
Collected all sketches	Purple Scarf
Complete Figure Sets Part 1 ~ Part 10	Poster #4 The Deadly Trio!
Talked to citizens over 100 times	Poster #5 Swarming Armada
Completed over 10 play hours	Poster #6 Viva la Resistance!
Used over 100000 FME in the Generator	Poster #9 Cinnamon's Secret
Completed Deployment recovery	Poster #10 Hunter Base
Defeated over 100 Mettaur-type enemies	Figure Set Mettaur Special
Defeated over 100 enemies	Figure Set Preon Special
Defeated over 500 enemies	Figure Set Preon Special II
Defeated over 1000 enemies	Figure Set Preon Special III
Obtained over 100000 EXP	Figure Set Mini Mechs
Activated over 100 Final Strikes	Figure Set Retro Mechs
Achieved over 100 Critical Strikes	Design Art #3 X Ninja Version
Used over 100 Action Triggers	Design Art #4 X Flying Version
Achieved over 150 consecutive hits	Design Art #5 X's Armor
Performed attack over 9999 damage	Design Art #7 X's Guns
Collected all Video Files	Design Art #15 Rafflesian
Purchased over 40 Main Weapons	Design Art #18 Nana Sketch
Collected all Disc Files	Design Art #21 Dr. Psyche Sketch
Fought over 100 battles	Design Art #22 Mouse Mecha
X's Level over 30	Design Art #23 Support Mecha
Defeated over 100 Preon-type enemies	Design Art +39 Preon Army
Collected all field items	Design Art #55 Mega Man?
Collected all Music Files	Design Art #56 Duckbill Mole
Obtained over 10000 EXP	Design Art #63 Water Curtain
Bought over 100 items	Design Art #68 Tree Trunk Room
Collect all Figure Tokens	Design Art #69 Glass Passageway
Collected all Deployment Mechaniloids	Design Art #89 Giga City
Saved 50 times or more	Design Art #91 Save Process
Completed over 25 play hours	Design Art #92 Force Metals
Obtained over 50 Force Metal Recipes	Design Art #96 Force Metal Ore
Spent over 100000 Zenny	Design Art #99 Teleport Device
Collect all Posters	Design Art #24 Proto Crab Mech
Deployed over 50 times	Music File #50 Trajectory of Battle 2
Cleared Game	Video #56 Final Confrontation

ART GALLERY

怪盗レプリロイド ”マリノ”

企業機密である新技術や新発明を
専門に狙うレプリロイド。

シグマウイルスを代表とする、現在の技術では
完治しない奇病に苦しむレプリロイドを救う為
新進の技術や発明品のデータを盗み出し、
無償で世に広めている。

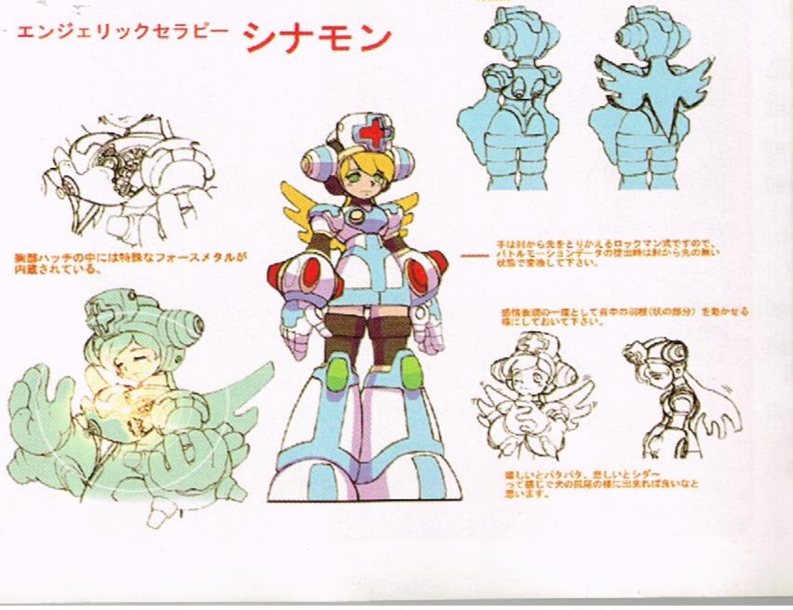


背中や脹脛についているバーニアによる
細かな姿勢制御により、高速で、安定した
行動が取れる。

マリノのサポートメカニロイド。

部下的な存在であるにも関わらず、
基本的に主人（マリノ）より態度が
でかくて口も悪い。

エンジェリックセラピー **シナモン**

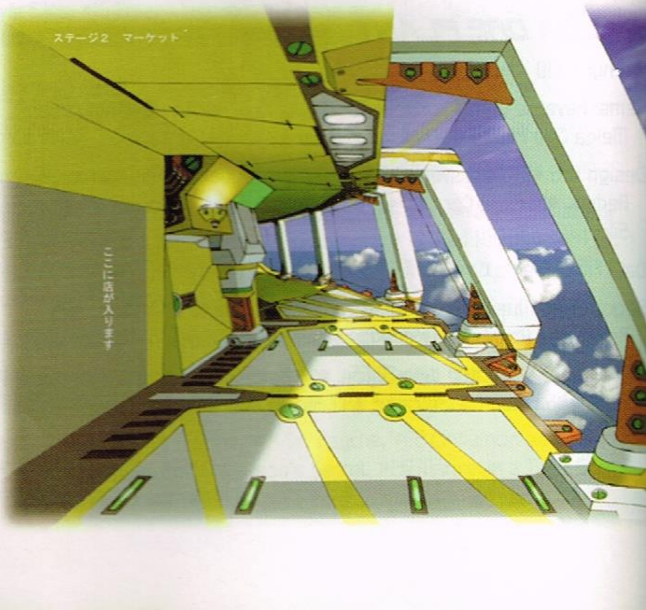


胸部ハッチの中には特殊なフォースメタルが
内蔵されている。

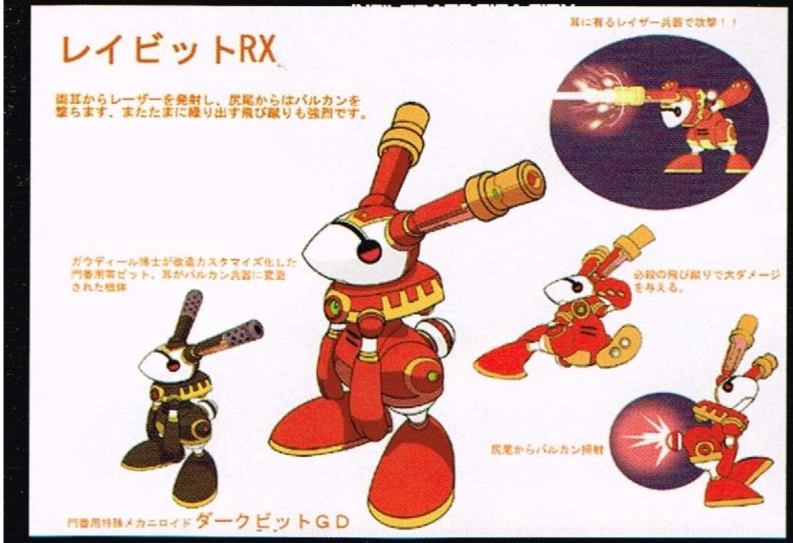
手は肘から先をとりかえるロックマン式ですので、
バトルモーションデータの提出時は肘から先の無い
状態で変換して下さい。

感情表現の一環として背中の羽根（状の部分）を動かせる
様にしておいて下さい。

嬉しいとパタパタ、悲しいとシダー
って感じで犬の尻尾の様に出来れば良いなと
思います。



ステージ２　マーケット
ここに店が入ります



レイビットRX

両耳からレーザーを発射し、尻尾からはバルカンを撃ちます、またたまに繰り出す飛び蹴りも強烈です。

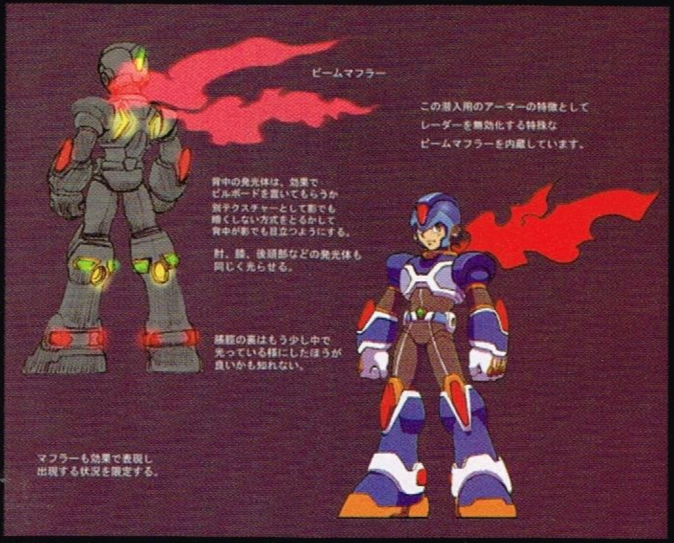
耳に有るレイザー兵器で攻撃！！

ガウディール博士が改造カスタマイズ化した門番用寄ビット。耳がバルカン兵器に変更された機体

必殺の飛び蹴りで大ダメージを与える。

尻尾からバルカン掃射

門番用特殊メカニロイド ダークビットGD



ビームマフラー

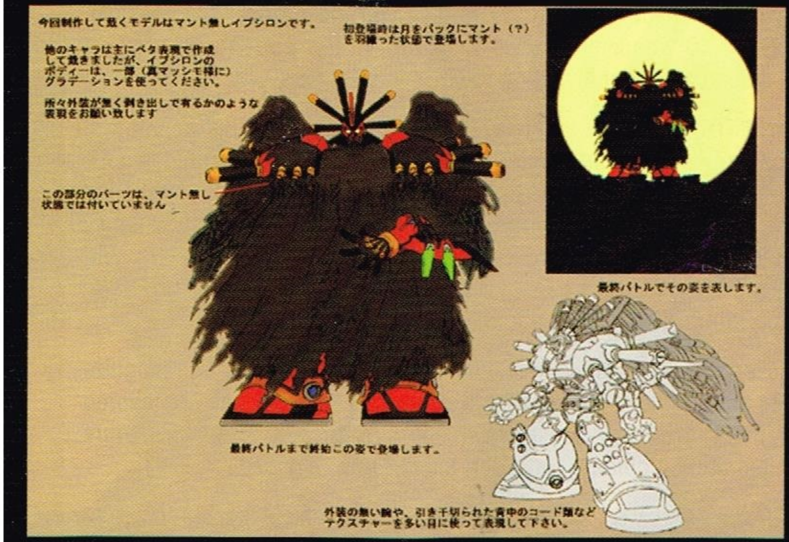
この潜入用のアーマーの特徴として
レーダーを無効化する特殊な
ビームマフラーを内蔵しています。

背中の発光体は、効果でビルボードを置いてもらうか別テクスチャーとして影でも暗くしない方式をとるかして背中が影でも目立つようにする。

肘、膝、後頭部などの発光体も同じく光らせる。

脚部の裏はもう少し中で光っている様にしたほうが良いかも知れない。

マフラーも効果で表現し出現する状況を限定する。



今回制作して戴くモデルはマント無しイプシロンです。

初登場時は月をバックにマント（？）を羽織った状態で登場します。

他のキャラは主にベタ表現で作成して戴きましたが、イプシロンのボディーは、一部（真マッシモ様に）グラデーションを使ってください。

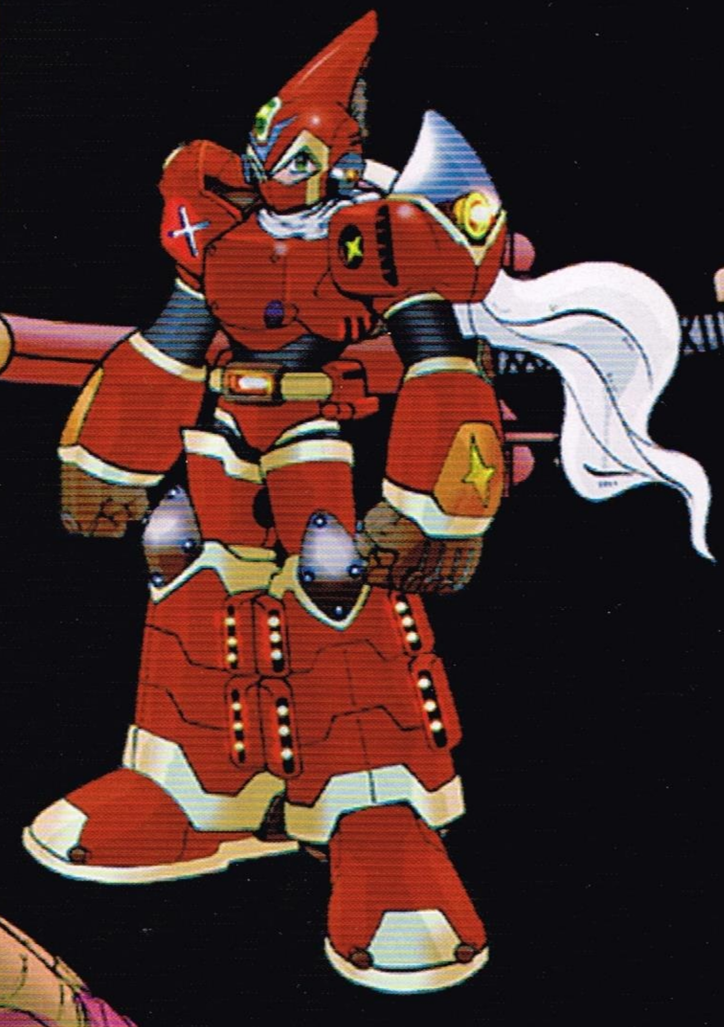
所々外装が無く剥き出しで有るかのような表現をお願い致します

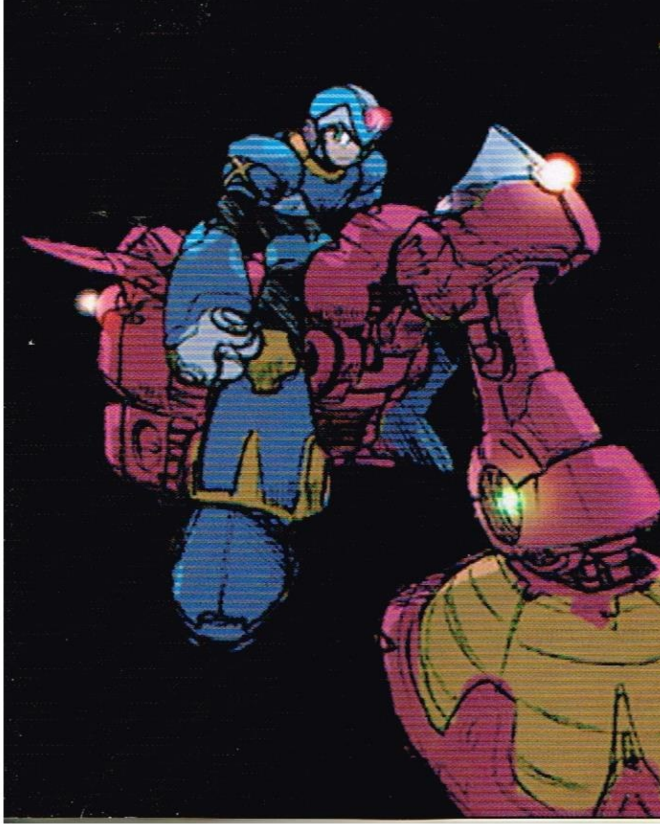
この部分のパーツは、マント無し状態では付いていません

最終バトルでその姿を表します。

最終バトルまで終始この姿で登場します。

外装の無い腕や、引き千切られた背中のコード類などテクスチャーを多い目に使って表現して下さい。





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4
ource
Discard 2 cards to cancel a
tiny. Place this card
our deck.
Heated Competition
2
urce
card a card to make your
ense +2.
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MEGAMAN X COMMAND MISSION

OFFICIAL STRATEGY GUIDE

By Greg Sepelak

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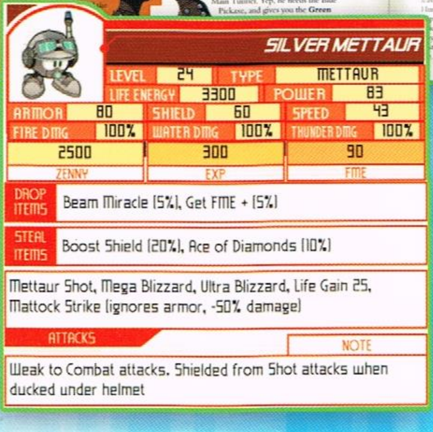

SILVER METTAUR					
LEVEL	24	TYPE	METTAUR		
LIFE ENERGY	3300	POWER	83		
ARMOR	80	SHIELD	60	SPEED	43
FIRE DMG	100%	WATER DMG	100%	THUNDER DMG	100%
2500		300		90	
ZENNY		EXP		FME	
DROP ITEMS	Beam Miracle (5%), Get FME + (5%)				
STEAL ITEMS	Boost Shield (20%), Ace of Diamonds (10%)				
ATTACKS	Mettaur Shot, Mega Blizzard, Ultra Blizzard, Life Gain 25, Mattock Strike (ignores armor, -50% damage)				
NOTE	Weak to Combat attacks. Shielded from Shot attacks when ducked under helmet				

- *Analysis of Enemy Weaknesses!*

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